

EON

THE OFFICIAL EVE-ONLINE MAGAZINE

ISSUE #010

US\$14.95

POWER TO THE PLAYERS

RE-THINKING
EVE'S POLITICAL
LANDSCAPE

NORTHERN LIGHTS
MEMORIES OF FANFEST IV

STARTING OUT
A NEW PLAYER'S ADVENTURES IN EVE

TESTFLIGHT: CRUISERS
THE AFFORDABLE WAY TO PVP

EVE
ONLINE

PLUS: REYNIR AND HELGI TALK • E-ON AWARDS 2008 • TRIUMVIRATE
HEDONISTIC IMPERATIVE • INSIDE ISD • MIDNIGHTER • CCP HISTORY PT2



"We live in a moment of history where change is so speeded up that we begin to see the present only when it is already disappearing" **Unknown**

EVE HISTORY WIKI

REMEMBERING THE FUTURE

EVE has a past that stretches back five years, in which time countless wars have been fought, alliances have risen and fallen, and legendary pilots have come and gone. As these fragile vessels of flesh, metal and ambition wax and wane, their histories must prevail so that future EVE generations may know of what has been and what might be ahead

You can help maintain this history by contributing to the EVE History Wiki. If you were there, you are part of our collective chronicle

Your story matters...

www.EVE-History.net



EON

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YOU WILL BE READING...



LALLARA ZHUUL

One of a few new faces this issue, Lallara is also one of a few Amarr faces this issue, but don't let that put you off. We love all of the peoples of EVE's races equally, so long as they know their place



SANTIAGO CORTES

The ISD insider has this month guided his own way inside ISD and written us an *Insider's Guide* to... go on, guess! Here's a clue: it has nothing to do with his namesake on Wikipedia



SHAUN LIVINGSTONE

We always welcome fresh blood to E-ON, especially when that blood is willingly spilt for a good cause. What Mr. Livingstone may lack in raw experience then, he more than makes up for in plucky courage



SIVONA

Never gonna stop, give it up. Such a dirty mind. Always get it up for the touch of the younger kind. My my my i yi woo. M M M My Sivona... (ahem, sorry, couldn't help it)



WINTERBLINK

Another year and another Fanfest retrospective from the increasingly multi-talented Warp Drive Active illustrator, writer, photographer, broadcaster, cook, thief, his wife and her lover



YOSHITO SANDERS

Little Yoshi is becoming an old hand at this, his Chronicle marking a fifth consecutive E-ON appearance. We shall have to start handing out medals for good service at this rate



ZAPATERO

Jumping onto the Test Server when the new graphics were released, E-ON's Editor spent three hours alongside 500 others, right-clicking 'Look At' at every ship that emerged from the station. Bless

FOUR SHEETS TO THE WIND (AND FIVE YEARS TO THE DAY*)

It may be some weeks until EVE can officially celebrate five years of existence, but for many of us our EVE adventures began well before release, in my case during the 'Beta 5' testing period six months prior to *EVE Online* arriving on store shelves.

It was not generally a happy time, at least not if you took at their negative word the sometimes relentless contributors to the then-private forums, since of course the game was far from complete and what was working didn't always work as intended. I can't think of any examples of broken or missing features because, frankly, it was a long time ago and my mind was not what it once

was. In any case, subsequent adventures that were fun have overwritten the not-so-fun ones from that beta period. What I certainly do recall is *how* I felt experiencing EVE all those five years ago, because seeing the ships and taking in such a vast universe and imagining the possibilities left me awestruck like no other game I had played in nearly 30 years previously. Indeed

there has been no game since that has even come close to replicating that feeling. I knew I was never going to amount to being much of a fighter in EVE, or a particularly wealthy trader, but it was the perception that I could *if I tried* that fired the imagination. Five years on, I'm still waiting to pop my first pod and make my first billion, but I'm having fun trying nonetheless.

Now that Trinity is finally released — an expansion that could easily pass as a sequel — the ships are just as awe-inspiring in this age of games like *Crysis* as they were before the days of *Farcry*, and with well over 200,000 people expanding the possibilities, EVE's potential continues to grow in line with my regard for it and the people who make it. Fortunately the number of relentless contributors to the now-public forums has increased as well, citing missing features and broken code.

Somehow it just wouldn't be the same without them. To you all, veterans and newcomers, developers and players and forum dwellers of all persuasions, I offer a salute. Please forgive the slushy sentimentality, but I'm slightly drunk. It is my birthday after all (hic).

ZAPATERO



(*at the time of writing)

JULY 5, 108 WAS A DARK DAY FOR THE AMARR PEOPLE, WHEN OUR BELOVED AND SACRED EMPEROR, DORIAM II, WAS TAKEN FROM THE SERVICE OF ALMIGHTY GOD

SINCE THAT DATE, THE PEOPLE OF THE GREAT AND NOBLE EMPIRE HAVE WAITED WITH UNTOLD PATIENCE FOR THE CRIMINALS WHO TOOK A LIFE OF PEACE TO BE BROUGHT TO ANSWER FOR THEIR UNSPEAKABLE ACTS. EMBOLDENED BY NEW TECHNOLOGY AND NEW VESSELS, WE THEREFORE ENTER A NEW YEAR IN THE HOPE THAT DURING ITS PASSING, THE AMARR PEOPLE CAN STAND PROUD ONCE AGAIN UNDER THE MIGHTY SHADOW OF A NEW LEADER, WHO WILL GUIDE US IN THE PURSUIT OF JUSTICE AND GLORY FOR GOD AND EMPIRE. THE COMING YEAR WILL BE ONE OF JUSTICE, OF VICTORY AND OF GLORY



ANNUS AMARR — 110

This advertisement was funded and approved by the Farsight Council (Mora), an independent lobby organisation that acts concordant with Amarr scripture in matters of technological advancement and future internal and foreign policy for the benefit of the Amarr Empire. Although not affiliated with Curatores Veritatis Alliance (CVA), Praetoria Imperialis Excubitoris (PIE) and their allies, the Farsight Council acknowledges their combined efforts in faithful support to the Empire and urges all loyal Amarr corporations and alliances to work alongside such organisations for the betterment and unity of all New Eden

WHEN THEY DISCOVER THE CENTER OF EVE'S UNIVERSE, A LOT OF PEOPLE ARE DISAPPOINTED THEY'RE NOT IT



18

6 E-ON UPFRONT

Trinity is finally out there and being enjoyed by almost everyone, plus alternative sources of EVE fun

14 E-ON AWARDS 2008

Let the forum fighting and block voting commence, the annual gongs are back

16 POSTCARDS FROM THE FEST

For one issue only, the alternative universe that is Iceland comes under the spotlight

18 FANFEST 2007

The start of our exhaustive coverage from the greatest shindig known to man, beast, or Caldari

24 FANFEST: ROUND TABLE ROUND-UP

Who said what to who and about what. All the lectures précised here

26 IN CHARACTER: MIDNIGHTER

If you're looking for trouble, you came to the right place

28 CHRONICLE: A MOMENT'S REST

Once upon a time there was a boy who cried "Wolf!"

30 ALLIANCE PROFILE: TRIUMVIRATE

Three heads are definitely better than one, especially when it comes to war

32 TEN YEARS OF CCP — PART TWO

Continuing the look at the birth of EVE

38 IN CROWD: HELGI MÁR ÞÓRÐARSON

Wanna work for CCP? This is the man to brown-nose

42 CHRONICLE: SMALL FISH

Sporting success comes with a price

48 COVER FEATURE: THE STATE OF EVE

From old world disorder comes a new world order

54 ALLIANCE PROFILE: HEDONISTIC IMPERATIVE AKA: Boosters 'R' Us

56 TESTFLIGHT: PVP CRUISERS

Victory in EVE doesn't have to revolve around massive fleets and huge ships

66 IN CROWD: REYNIR HÁRÐARSSON

The big man speaks

68 INSIDER'S GUIDE: STARTING OUT

A n00b's-eye look at what to expect from your first few days in the galaxy

78 INSIDER'S GUIDE: ISD

Who they is and what they does

82 TEH FUNNIES

LOLZ, ROFLs and so on and so on...

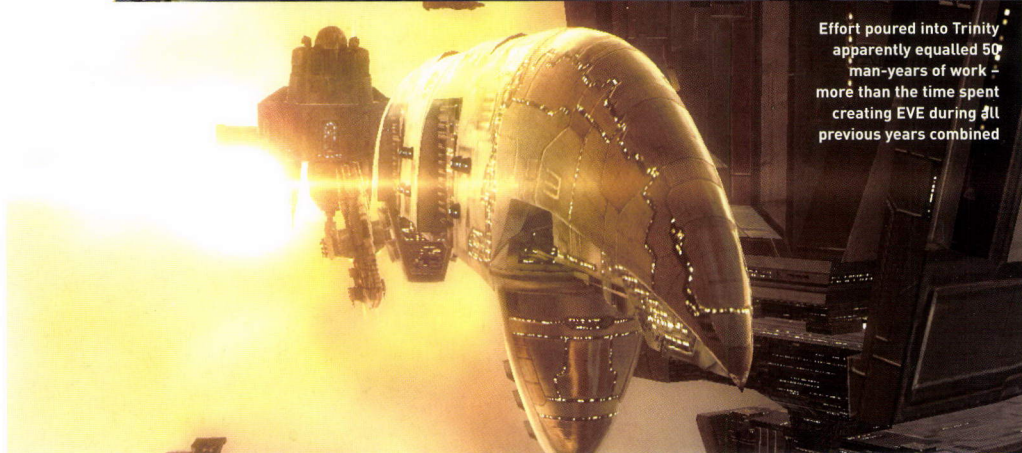


48



68

DEMOCRACY IS A LAMB AND
TWO WOLVES VOTING ON
WHAT TO EAT FOR DINNER



Effort poured into Trinity apparently equalled 50 man-years of work – more than the time spent creating EVE during all previous years combined

» IT MAY HAVE BEEN BLIGHTED BY ISSUES, BUT THAT DIDN'T STOP 40,000 LOGGING IN ON THE FIRST WEEKEND OF EVE'S BIGGEST EXPANSION

TRINITY RELEASED AT LAST

A few weeks ago, as some players may already have noticed, EVE went through a significant transformation, from being merely beautiful to utterly gorgeous. The graphics engine that we'd all come to love over the past five years was superseded by a native DirectX 9 upgrade, one that took advantage of modern graphics processors with high-level shader technology. The upgrade had necessitated the release of two versions of the client software: EVE 'Classic', an enhanced version of old EVE with some under-the-hood improvements, and EVE 'Premium', which included new models for all of EVE's ships, stations and stargates.

Upgrading the EVE servers and database took the better part of a day, during which most players had to find other things to do. Earlier than scheduled however, the servers came back online and pilots made their way back into space. It was soon after that an issue was brought to light with the Premium upgrade for Windows XP users, where the boot.ini file (a rather prominent file required for most PCs to start), was deleted when the patch was applied, a fault that wouldn't be detected by most people until a reboot of their PC was made.

It's not known how many computers were affected, but multiple forum threads on the topic soon garnered enough posts to be classed 'super-epic' (by people who were either unaffected, had access to multiple machines or had managed to fix the problem).

Soon after the issue was sorted out, the EVE community reverted to type, as it does during the first few days after a new release, divided equally between complaint and compliment.

ASCENSION

It wasn't the best start for Trinity, although considering the 50 man-years of effort that had been poured into development (more than most

MMOGs see in their lifetime), and all of it condensed into 18 months, with hindsight it's probably all the more surprising that the deployment went as smoothly as it did.

"Every expansion brings with it some clean-up issues," said Nathan 'Oveur' Richardsson, EVE's Senior Producer. "We were ready for it and so were our players, and it's never long before everything is again ticking smoothly. It doesn't detract from the players' interest in seeing the game, particularly when we bring out a massive expansion like Trinity."

In support of that interest, 41,690 people logged in on the Sunday night following Trinity's release, completely smashing the previous EVE concurrent user record.

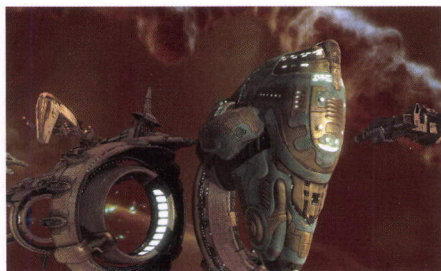
Whilst it was EVE's new looks that sat atop of Trinity's feature list, the expansion included a significant number of other enhancements and new features. Of great interest were the 20 new vessels, among them the first Tech II Battleships to be released into EVE, in the shape of Marauders and Black Ops Battleships, as well as Heavy Interdictors, Electronic Attack Frigates and Jump Freighters.

In combat, the fleet interface has been improved and the user interface in general has been made more customisable. Heat has been adapted so that it matters how you arrange your modules, and the once-maligned use of bombs has been made more attractive. More significantly, the control of drones has been adapted with the concept of 'bandwidth', limiting the number of drones able to be fielded by a ship, but allowing more waves of drones to be stored on-board.

MORE REVELATIONS

With players now exploring the changes that Trinity has wrought, and others making stacks of cash in the wake of new ships being made available (prices were as high as 1billion ISK for a Chronos at one point), CCP's attentions are arching towards the next content upgrade.

Ships, stations and stargates for now, the rest come later





TWINKLE, TWINKLE

For PvE fans there are hundreds of new missions

Trinity was just the first installment of EVE's graphical overhaul, with another (and perhaps even a third) scheduled for the coming year.

"The next graphics upgrade will include everything that Trinity didn't – planets and backgrounds, effects, stationary objects, and so on," says Nathan. "It's a big task and we want to get it absolutely right, which means that we'll release it as soon as it's ready and no sooner. Once everything falls into place, we'll start thinking about names."

Whatever the naming convention (Revelations III, Trinity II, Castor Xtreme), the main focus of development for 2008 will continue to be driven around modernising EVE, with the most significant attention sure to be lavished upon the upgrades to character creation and character interaction via Ambulation, a project that has been in development for more than 18 months and which should bear fruit at the end of the year, on which we should have more next issue.

With regard to the next round of post-Trinity upgrades, we can expect much more detail in planet textures, with relief maps and dynamic weather systems, showing bodies of land, sea, ice, mountains, vast urban areas, deserts and other less Earth-like terrain, as well as all the weather conditions one can imagine, day/night cycles and tectonic activities such as volcanoes.

Hopefully that will literally pave the way for 2009 when we'll be able to see such changes up close. For now though there seems plenty to look forward to.

One of the more interesting new visual effects to have come about due to Trinity is the apparent appearance of a new star, one that from countless reports seems to pulse and can be seen from every system. Initial thoughts suggested it might be EVE's version of the Christmas Star, heralding the birth of some kind of messiah, before it was posited that it might be the opening to another universe, or perhaps a way to get back to some place called Earth. We contacted an official CCP stellar representative and was given the vague response: "We're looking into it."



We're all doomed! DOOMED!



It may just be the inside of a station, but it looks even better

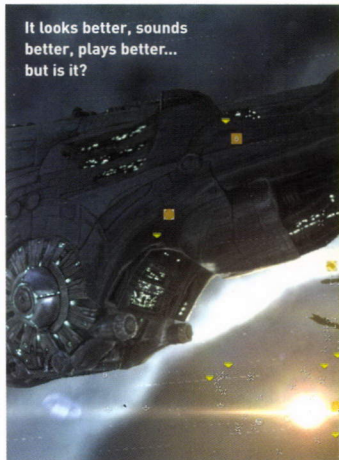
It looks better, sounds better, plays better... but is it?

SHOUT OUT » VOICE'S FLEETING FREEDOM

EVE Voice is now free for all as part of the recent Trinity upgrade. Praise was hard to find when the voice chat system was first introduced, with the system generally regarded as being inferior to the more established likes of TeamSpeak and Ventrilo. Sound quality was markedly improved in the Revelations 2.2 release, but Trinity's new fleet command interface, including greater EVE Voice integration, seems to be winning over the players at last. With costs being soaked up by subscription rates, there seems to be few reasons left for corporations and alliances not to make the switch.

"The quality is very impressive, and it's useful in mixed gangs, or when TS breaks down," noted Sokratesz (Rionnag Alba, Triumvirate), who liked the ease with which EVE Voice can be setup. "Though I would like to just click or push the button I want to use instead of picking it from a list."

The one feature that seems to be holding back EVE Voice from total domination is that because the software is part of the EVE client, if the player logs out, EVE Voice disconnects from its server. CCP has said that this is something it is looking to work through alongside EVE Voice creators, Vivox.



EVE WEBBED

SITES SET FOR OVERRUN



Games, Trey Ratcliff. "Google, Yahoo, MySpace and Facebook are all high value prestige sites to own. But there will be other sites that you'll want, like an enemy corporation's site. It doesn't have to be worth a lot, but people have sites that they care about that they'll try and take over for prestige purposes."

Playable via a browser plugin (although not through in-game browsers – yet), battles will be fought every 10 minutes and numerous tabs can be open in a browser to allow those with lenient bosses to mastermind 20 different battles at a time, all played out automatically every few minutes, followed by short periods where reinforcements can be brought in.

Rather than try to simulate battles between the increasingly varied and ever-changing EVE ships, *WebWars* simplifies things somewhat by allowing fleet commanders to field just standard versions of Battleships, Cruisers or Frigates, with Tech II variants available through a micropayment system.

One interesting feature is that control of certain sites will award badges and medals, which in turn can grant you increased levels of income, or special combat bonuses. Also, each player will have a home base on the *WebWars* site where they can buy new ships, see who is attacking where, show off all the items in their trophy cabinet, and leave messages for enemies and allies.

WebWars: EVE will be free to play, with micropayments for Tech II ships, plus a subscription option for those wanting more reliable logistical control over their fleets when sleeping or otherwise engaged.

WebWars will have its own search function, which will allow you to seek out sites devoted to, say, *Counter-Strike*, *My Little Pony* or the *Taxonomy Of Biscuits*, from which you can see whether that site is under the control of a *WebWars* player, and how much income it will bring in.

Currently in private beta testing, it is hoped that *WebWars: EVE* will be ready in the spring or summer of 2008. To apply to be a tester and for more information, check out the site at www.webwars.com. Just don't try to take it over just yet.

TOP DOWN EVE

First there was EVE Classic, then EVE Premium, now there's an EVE Retro thanks to the weekend efforts of forum regular Tarminic. His unnamed game, inspired by the efforts of Krxon Blade (eve.znaor.hr/evegame) and created with the help of Game Maker software from YoYo Games (www.yoyogames.com), is an old-school, top-down shooter, featuring EVE ships and modules as power-ups. As SHMUPs go, it's not going to win many awards, but with a little work it could certainly provide some enjoyment and its existence provides more proof that the EVE universe could suit itself to pretty much any genre. We await with baited breath Dark Shikari's EVE-themed homage to *Cooking Mama*.



» If EVE could ever be equated with the internet, then Jita – EVE's most famous destination – would most certainly be Google.com. With that comparison in mind, the concept of *WebWars: EVE*, the third game to be released under the EVE brand, should be easy to impart.

Announced during Fanfest 2007, *WebWars: EVE* is, as the title suggests, a fight to control the galaxy using EVE ships, but instead of a galaxy of planets and stars to battle over, here the universe is a little more down-to-Earth as you must control websites. The more sites you control, and the more popular they are, the higher the income you will enjoy, from which you'll need to build more ships to defend and expand your web-based empire.

"The value of a webpage is directly proportional to how many people visit that page in real life," explains one-time EVE legend and now CEO of John Galt



Think Facebook, but without all the useless applications – although a Facebook application for *WebWars* is available, ironically enough



ALLIANCE TOURNAMENT V



Having been rather exhausted in the drive to release Trinity, CCP's preparations to nail down details for the 5th Alliance Tournament have understandably not gotten all that much attention. But with the competition set to start at the end of February, that state of affairs will have surely changed by the time you read this.

Despite being in the midst of an end-of-season break (or collectively claiming unemployment benefits, depending on which lines you choose to read between), EVE TV will again be broadcasting the matches for the duration of the competition, with experts both new and old imparting their wisdom, or lack of it.

No details were available at time of writing with regard to rules, although apart

from tweaks to the points value of Faction vessels, there aren't expected to be too many given how well the previous matches were received.

"We want to see a new tournament, not just the last one repeated," says The Five's Tigertex. "A change in the points system along with the new ships will facilitate this."

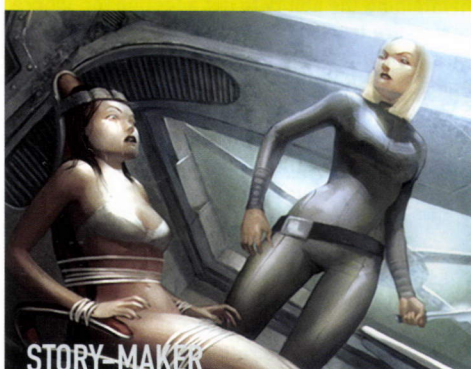
Morsus Mihi's QwaarJet wants a player committee to be in charge of setting the rules. "The last tournament's rules were somewhat out there," he says, "with basic screwups such as points cost evident. A return to the older rules and decrease in (essentially) required team members would be something I'd approve of."

Scatim Helicon of GoonSwarm suggests doing away completely with the TOTALHELLDEATH points bonus that teams received for wiping out opponents, since most defeated teams were annihilated. Others are arguing the case for allowing rigs and boosters to be used, as well as on-grid warping. The overarching debate is whether the Tournament should be closer to in-game PvP, or should develop its own sporting style. As ever, so long as the event remains entertaining to watch and exciting to play in, the point is moot.

Full Tournament coverage will be streamed live from eve-online.tv – keep an eye out for the full Tournament schedule and rules on the Official EVE forums.



DEBUG



Are you happy with the way in which EVE's back story is being expanded?

I am, but my definition of the term might be different from what you'd expect. There are really two types of back story, one created by us and the other created by the players. EVE isn't the type of game where you can march in and declare 'This is how it is, and this is how it will be', because we neither have nor want that kind of iron control. We give the players an immense amount of leeway in how the game develops, and it's been worth it. Just look at 0.0 and the endless, wonderful drama of conflict we've got there. By now we've got years of player events that rival anything we could have made up ourselves.

As for the back story we've been creating, I'd always like there to be more, but there are only so many hours in the day. I publish a new Chronicle every two weeks and have done for more than a year; then we have Tony's novel coming out in June 2008; and, of course, Ian ('Ginger') has all sorts of guerrilla plans. We're very lucky that EVE fiction has a solid and extensive foundation, one that easily

supports all sorts of excursions, but given the sandbox nature of EVE, it's always going to be the players that create the main drama.

What's planned for the coming year?

There is one scientific article in particular that I've been wanting to get to for ages, one that deals with speed, inertia and combat boosters.

I plan to devote some time to the pirate factions. I've already written a bit about the Serpents, and the Angels are part of the Black Mountain series I'm publishing at the moment. The Blood Raiders and Sansha's Nation are next on my list. I'm fascinated with how their societies manage to function, and how it is to be a part of their faction.

EVE Chronicles often go hand-in-hand with original artwork – will that continue?

Yes. We hit a snag a while back, which is why we're using template artwork for Black Mountain, but the goal is to restore the art to its original glory. We may also go back and replace some of those pics we didn't get around to doing properly the first time around.

Over the last couple of years CCP has been making a concerted effort to expand the back story of EVE, a process that would have been next to impossible without the talents of Hjalti Danielsson, otherwise known as Abraxas.

Known for his dark meanderings into literary territory that might safely be called unsavoury (or downright unhinged, depending on how you look at it), we cornered the writer to ask what new stories of woe and depravity are soon to hit the EVE website and how they'll impact on the game itself.

DOWNTIME

Games for that free half hour



BATTLESHIPS FOREVER (PC)

Dev: Wyrddysm Games URL: www.wyrddysm.com



If the highly-celebrated *Defcon* (www.everybodydies.com) is seen as wargaming stripped bare,

Battleships Forever could be similarly mistaken for being just as spartan in its support of tactical spaceship battles – fittingly with a similar retro look to Introversion's title, with top-down, neon graphics a-go-go.

Gameplay is initially simple. You start each mission with a number of points from which you can select a mix of battleships, destroyers and patrol craft, then you must direct your flotilla around space as you might units in an RTS, making sure to finish each order by dragging the mouse in the direction you want your ship to face when they finish movement. Nothing particularly new in that you might think, but the way the ships skate about is so intuitively done that it feels almost original.

Each ship is made up from a number of building blocks, each section usually housing a turret, missile bay or some other module. Some ships operate well at long ranges, whilst others have devastating front-firing weapons, in fact the variety is almost limitless since you can create your own ships with the bundled editor.

The trick is to know how best to place your ships, using your patrol craft to outflank, whilst using shields to protect the front of your ships. Speed, firing arc, range, damage types and more are all important considerations – ones that EVE players should be comfortable with.

Battles are frantic, vividly bright and wonderfully tactical and that the game is available as a free download means there's no excuse not to play it next time the EVE servers go down. If it had a multiplayer edge, it would be utterly irresistible. No wonder the game has been nominated for a Design Innovation Award at IGF 2008.



YOU ARE HERE

FINDING YOUR WAY AROUND THE EVE UNIVERSE IS ABOUT TO GET EASIER

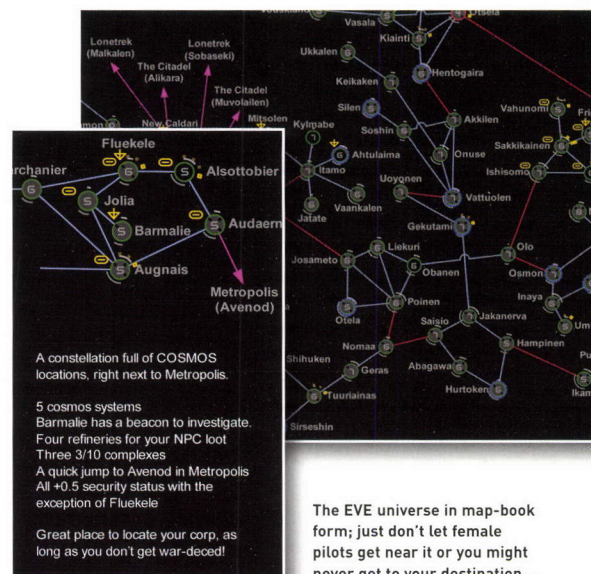
▶▶ Players will soon be able to buy a copy of Serenity Steele's handy EVE Strategic Map book, a spiral-bound reference for effective travel and fighting across EVE, each page a top-down representation of one of EVE's regions. The book has been in development for almost two years, and in publishing limbo for many months until E-ON's publisher agreed to help bring it to market.

Aimed at pretty much everyone, from traders and explorers, to combat pilots, mission runners and miners, Serenity Steele (a.k.a. Shayne Smart) has managed to not only make the 74-page book easy to navigate, but has also condensed a wealth of information into a very small space: "The most difficult aspect of design was defining a symbol and colour system to enable presenting as many layers of information as possible, while maintaining the ability to get a feeling for 'where are the best places' in one glance, whether those places are true sec status, cul de sacs, mining fields or gate camps. It's hard to present multi-layers without looking cluttered!"

Thirty thousand people already visit www.eve-maps.com and from showing off a prototype book at Fanfest and on EVE TV, feedback has been very positive. The main concern about the

book so far is that it could date quickly, but seeing as it is only outpost information that changes regularly, and because people can update such information themselves as the book comes with outpost stickers, the book should be more reliable than most Earth-bound navigation aids.

"Of all the activities involved in making the book, the validation of the map database against the official CCP exports was the most 'fun' as it required brain-work to enable matching the CAD program to the export, but was a real joy when the result for a region was perfect!" *EVE Strategic Maps* is available to pre-order now from the EVE Store and will be published soon.



The EVE universe in map-book form; just don't let female pilots get near it or you might never get to your destination...

BEN'S BUSINESS



AS FRIENDS MADE WAY FOR JOEY, SO EVE TV MAKES WAY FOR THE BUSINESS MUSINGS OF BENILOPAX, CONTINUING TO DO WHAT HE DOES BEST, ONLY THIS TIME ON PAPER AND MINUS THE CUFFLINKS

Those of you who were regular viewers of my weekly report on EVE TV will know that three words have been on my lips since October: speculation, speculation, SPECULATION. In the run up to the much talked about Trinity expansion, prices for invention materials, especially Mechanical Engineering Datacores, spiked in anticipation of the new Tech II ships hitting the server. True to form, asking prices for the new ships were initially very steep (initial estimates of between three billion and 12 billion ISK for a Jump Freighter, and in excess of one billion for one of the new Tech II Battleships), but all have begun to fall and will continue to do so as more and more producers show their wares. The average Tech II Battleship should settle around half a billion in a few weeks, depending on how well they pass muster on the battlefield, of course.

Eve-Bank (www.eve-bank.net) is entering its third phase, neatly tying in with a third month of trading. E-Bank, as it's more commonly known, has given a stable banking service for customers, with account limits increasing phase by phase.

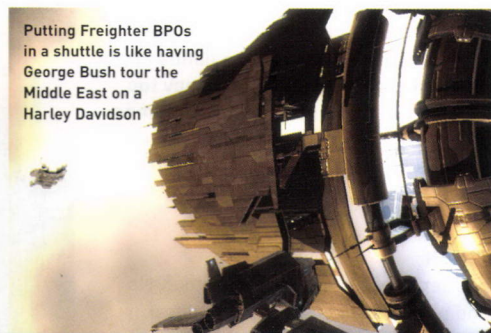
E-Bank directors, who include Hexxx, Ricdic and Shar Tegral (who are all quite active in the Market Discussions forum, if you've not heard of them before), tell me they plan to expand operations further, with interest rates for Phase I and II customers, which will be rolled out to all registered users of the service.

On the stocks and shares front, many new IPOs

have been brought to the growing financial community. One offer that stood out was that of Praetoria Holdings, run by Bakimi Ghevorchal. After securing his offer of 12.5 billion ISK, Mr Ghevorchal went flying around AFK with five Freighter BPOs in the hold of his shuttle. It doesn't need Dark Shikari to realise this was a bad move. At a gate his ship was popped and three of the blueprints were destroyed, leaving two for the pirate. In an act of pure dedication to his project, Mr Ghevorchal announced shortly after the news of the loss broke, that he was to purchase EVE Game Time cards and sell them for ISK to replace what was lost to his self-described stupidity, a sum that works out to forty 30-Day Time cards. I think that secures Mr Ghevorchal the award for Best IPO Manager of the Year.

See you next issue. Trade safe!

Putting Freighter BPOs in a shuttle is like having George Bush tour the Middle East on a Harley Davidson



WARP DRIVE ACTIVE

E-ON EDITION [C] M.LASTUCKA

THE COUNCIL OF INTERSTELLAR MANAGEMENT
STILL SOME KINKS TO IRON OUT

OK, WHERE DO YOU WANT ME TO PUT THESE DONUTS?

DON'T TELL ME NOBODY KNOWS THE PASSWORD FOR THE COFFEE POS...

WAIT, THIS THING'S TARGETING ME.

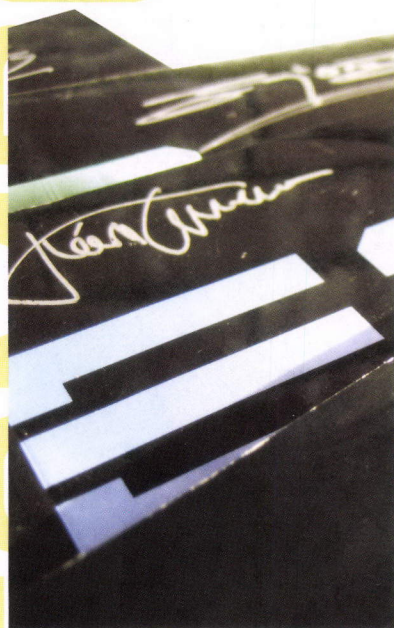
DUDE IT'S OK, JUST HOLD YOUR CUP OUT AND TELL IT HOW MANY SUGARS YOU WANT.

WIN! E-ON: A COMPLETE SIGNED SET!

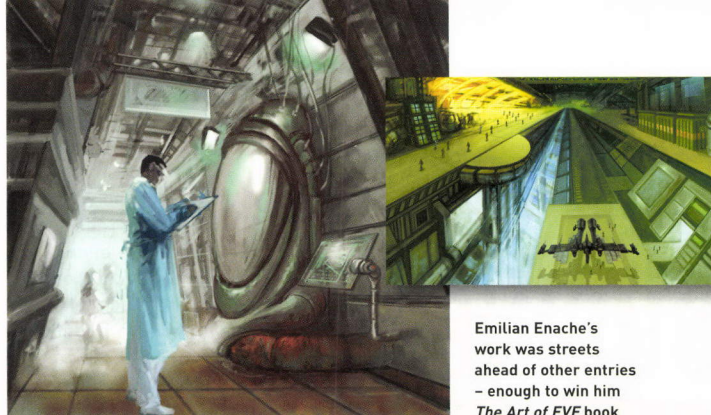
Having a fat wad of E-ON magazines is pretty good going, but when they've been scrawled over by a couple of the most talented, artistic hands in EVE then life doesn't really get much better than that. And, no, we're not talking about Zapatero. He can barely hold a pen, let alone spell his own name without referring to an online dictionary. We're talking about Kári Gunnarsson and B. Börkur Eiríksson, owners and operators of the hands in question, who were only too happy too scribble their not inconsiderable names across E-ON's covers, and in so doing, contributing massively to their future eBay value.

TO WIN

In order to win the signed set of E-ONs (and perhaps contribute to your local postal delivery worker's back problems at the same time), we would like you to simply email us a copy of what you imagine your character's autograph to be if they were ever apprehended by an imaginary fan. You can write it and scan it in, or just use whatever paint program you have installed and send us the image file and we'll see if we think the style fits the character. Most suitable wins – simple as that.



The rules: Send your entries to win@mmmpublishing.com before 3rd March 2008. Only email entries are accepted. Please include in your email your character name, your real name (if they are both different and you can tell the difference), and your entirely fictitious autograph.



Emilian Enache's work was streets ahead of other entries – enough to win him *The Art of EVE* book

LAST ISSUE'S WINNER

In the last issue we had a signed copy of *The Art of EVE*, which in order to secure we asked for a simple piece of artwork from you that typified EVE. Winning by a wide margin was Emilian Enache (aka Emissar Bruto), who, you won't be too shocked to hear given the quality of his entry, is by trade an artist for a gaming studio in Bucharest. Well done chap – the signed book will be with you soon.

PRIVATE CHAT



»» Randell is the creator of what he calls the 'CAOD Cleaner', a script for users of Firefox that will automatically hide from view forum posts from players, corporations or alliances you'd rather not read

Why did you create the CAOD Cleaner?

The idea came from a small story that I saw on EVE TV and I created it because I wanted to filter out some of the meaningless posts in the Corporation, Alliance & Organizations Discussion forum section. Smack is fun to read sometimes, but the really meaningless posts get a bit old. I started to work on it to see if it could be done, then my corp mates went nuts and they helped me improve it (thanks Orryc, Dog, Chez, Kaaii, Dark and the rest of DEQS). In the time span of a few days it was posted on the forums. I did the first versions then Jonny Damordred improved upon it.

What has feedback been like?

Well some love it and some hate it. Some, like me, want to be able to ignore certain people, whether it's because of the completely irrelevant posts in CAOD, or just because they don't care for certain players. The ones who hate it, well... I can't really say why they don't like it. Maybe it's because they have a hand in certain posts on the CAOD forum?

Do you think you have helped make the forums a better place?

Just creating the filter and posting about it gave signals that some people had had enough – that in itself is a good thing. On the other hand, I am a firm believer in free speech, but that it should come with a responsibility. Some people fail to understand that principle on internet forums. Common courtesy is something that doesn't stop to exist the second you sit behind a computer. So yes, by giving a tool to do something, I think it's good for a forum. And let's not forget, it only hides posts, not completely removes them.

Do you plan to do any more development?

If there is a need to further develop the scripts I might look into doing that, but the source code is open for anyone, so if I'm too slow or someone can do it better, it's there. If I got some serious requests I would look into expanding it though.

The 'CAOD Cleaner' is available from <http://eve.drome.nl> and requires the Mozilla Firefox browser and the Greasemonkey add-on.

Courtesy of the combined efforts of EVE TV, E-ON and CCP, readers won't have failed to notice the shiny, round thing attached to the cover of this issue, which aims to bring the highlights of 2007's Fanfest to your favourite armchair – should you be seated in it – via the magical synergistic medium of television and Digital Versatile Disc technology. No longer should you be hunched over your laptop*; now you can enjoy the delights of seeing CCP luminaries walking and talking from your lounge-based gogglebox. Hey, why not invite the neighbours round, pop some corn, and show them what they missed? With more than two hours of Fanfest goodness, plus some extra unseen features, the DVD isn't just a souvenir for those that were there, but a shame-inducing slap across the chops for those that weren't. You'll be going to 2008's shindig, won't you? Oh yes, you will.**

Fanfest 2007 Round-Up

A collage of Fanfest that will ignite the senses as EVE fans mill about, EVE fans eat pizza, EVE fans talk EVE, and EVE fans mill about some more. Play it through a second time and see how many people you can spot who aren't wearing EVE shirts. Our high score was 68.

Not just the meat of the disc, but the proverbial vegetables too, with the best/least-boring bits of every lecture that was committed to film. From Hellmar's rousing keynote speech and Oveur's run-through of Trinity's new features, to Reynir's reminiscing on the making of EVE and a tantalising glimpse into how Ambulation is going to allow EVE to trounce all over the MMOG opposition in 2008. It's all here.

For some it was the culmination of a magical Icelandic adventure, for others an excuse to embarrass themselves and injure others by flailing wildly at the foot of the stage to one of Iceland's most famous musical exports after Björk and Stephanie from *LazyTown* – the CCP band. Witness a stirring rendition of *Whole Lotta Love* that will make Plant wither and Page turn.

Proof – if proof be needed – that EVE is back to being the sexiest game, not just in MMOGland, but also the United Shards of MMOG, Planet MMOG and the entire MMOGalaxy and all alternate universes thereof. Witness the spectacle of Trinity in all its most carefully-choreographed beauty and remember that underneath those luscious lights and sleek curves is a brain and wit to match. If EVE were a person, they would be the perfect partner. They would probably kill you in your sleep after a couple of months of wedded bliss, but hey, you can't have everything.

Many of you will already have installed and be running the latest Trinity software, but for those of you who haven't, or whose PCs are still in working order, we have the latest full versions of both the 'Classic' and 'Premium' client software for Windows machines. Bear in mind that 'Premium' refers to the new Trinity graphics package and not, as might be inferred, that it costs more to play. A 'Readme' file is on the disc detailing full installation instructions, for which of course you will need a PC to run (yeah, it's obvious, but we have to be clear). Linux and Mac versions of EVE 'Classic' are also available – again, full instructions for download are in the 'Readme' file.

* Although you can still watch the DVD on your computer, should you wish to.

****There are no subliminal messages on this DVD recording. None whatsoever.**

Disclaimer: Neither CCP Games nor MMM Publishing can be liable for any adverse effects to your hardware or software as a result of accessing data or files on the DVD, usage of which constitutes acceptance. Discs have been manufactured in accordance with EU guidelines. Should you have technical issues please either consult your hardware manufacturer, or, if regarding the EVE client, please visit www.ccpgames.com/contact.



Pay a visit to
www.mmmpublishing.com
or www.eve-online.com/eon
to download a selection of
jewel case covers to print
out so you can store your
DVD in rigid plastic

After having to sort through the thousands of nominations last year, the E-ON Awards this time have been scaled down a touch. Rather than have the entire player base nominate finalists, it was the attendees at November's Fanfest that decided who the rest would be able to vote for. In their welcome packs they were asked to fill in a form each and exchange them with E-ON's representatives for free beer tokens. It was voting old-skool style (bribes included), and we thought it would add some kudos to being at the Fanfest, and also make our job easier. Little did we consider how bad some of the handwriting would be (damn those un-free beers). In the end we had to hire Blechley Park to decipher the scrawls.

Thankfully the code breaking task is now done and these are the nominations for the 2008 E-ON Awards. Online voting will commence soon, and all players who hold a full (non-trial) EVE account that was active by the end of 2007 will be eligible to vote. Only one account per vote though. Voting will end in March. On April 5th, 2008 – as E-ON #011 is published – a free-to-attend player gathering will be held in London, during which the winners will be announced and a good time will hopefully be had by all. Details of the event (and other related happenings) and how you can take part should be available at www.eve-online.com/eonawards as you read this. Good luck to all!

FICTION WRITER OF THE YEAR

Those who go above and beyond the call of duty to expand the background of EVE, the history of their corps, and detail the adventures they have undertaken:

EVANDA CHAR
PULGOR
THE COSMOPOLITE
VERONE
WANDAH
YOSHITO SANDERS

GUIDE WRITER OF THE YEAR

Whether you need to find out about the intricacies of mining, the specifics of PvP, or just what to do in Iceland during Fanfest, there are excellent fan-made guides on every subject:

AGONY UNLEASHED
HALADA
JINX DENTON
JOERD TOASTIUS
RYYSA
TRIPOLI

COMMUNITY SERVICE AWARD

There are those in EVE, be they players, corporations or more, who have gone out of their way to provide unique services that better us all. Here are a few of the very best:

CHRIBBA
CURZON DAX
EVE MON
EVE UNIVERSITY
ICSC JUMP PLANNER
WARP DRIVE ACTIVE

FORUM WARRIOR

Take an epic post from your favourite forum and you can be sure to find one of the following names on the first page. These people get through three keyboards a month:

CURZON DAX
DARK ELF
DARK SHIKARI
FIRE 59
HIPPOKING
SHIN RA

IT WAS ANOTHER GOOD YEAR FOR THE EVE COMMUNITY, WITH NEW WEBSITES, PLAYERS, CORPORATIONS AND ALLIANCES CROPPING UP THROUGH 2007, ALONG WITH OTHERS LESS YOUTHFUL STILL MAKING NAMES FOR THEMSELVES

E-ON AWARDS

BEST CORP / ALLIANCE WEBSITE

There are killboards, there are forums and there are some that feature both. That's all well and good, but there are some corporation and alliance sites that offer that little bit extra:

WWW.GOONFLEET.COM
WWW.JERICH0-FRACTION.NET
WWW.M-PIRE.CO.UK
WWW.THE-PHOENIX-RISING.NET
WWW.TRINITYNOVA.CO.UK
WWW.VETO-CORP.COM

EVE FILMMAKER OF THE YEAR

Documenting the history of EVE as it happens, there are dozens of FRAPSuleers who compile lavish productions for ads, to brag, or just for the love of it:

COWN
DASH RIPCOCK
DIRE LAUTHRIS
LOFTY29
LOXYRIDER
STAHLREGEN

FAN WEBSITE OF THE YEAR

Bringing you news, views, files, info, or just a place to hang out when COAD is getting too heated, EVE's roster of fan sites seems to expand every month:

WWW.BATTLECLINIC.COM
WWW.EVE-FILES.COM
WWW.EVE-TRIBUNE.COM
WWW.OMGRAWR.NET
WWW.SCRAPHEAP-CHALLENGE.COM
WWW.WINTERBLINK.COM

MOST PROMISING NEWCOMER

Tens of alliances and dozens of corps are created every week. And forget about counting the new pilots. Only a few rise to stick around and become respected. These have started better than most:

FREEFALL SECURITIES
MOSTLY HARMLESS
PANDEMIC LEGION
VETO CORP
WARP DRIVE ACTIVE PODCAST

LEADER / CEO OF THE YEAR

Without a leader, a corporation or alliance is... well, leaderless. It's like a hive without a queen bee, a fraction without a denominator, etc:

EVIL THUG
JADE CONSTANTINE
SESFAN QU'LAH
SIRMOLLE
VBBOY
VERONE

CORPORATION OF THE YEAR

They contain our friends, our families and even our enemies. The pilots may be the lifeblood of EVE, but the corps are the organs. Lungs and liver, mostly:

EVOLUTION
GOONFLEET
STK SCIENTIFIC
OMNISCIENT ORDER
OUTBREAK
VETO

ALLIANCE OF THE YEAR

Where would we be without EVE's alliances, and without these alliances in particular? Probably enjoying unending peace and exploring the stars together as one. How boring:

AGAINST ALL AUTHORITIES
BAND OF BROTHERS
GOONSWARM
MERCENARY COALITION
RED ALLIANCE
THE STAR FRACTION

EVE IDOL

There are EVE players and there are EVE idols – players whose persona is more than just an avatar in a game. Through forums, on TV, in song and in film, EVE has plenty of star material:

BACKDOOR BANDIT
CHIRBBA
CURZON DAX
LOFTY29
TREVEDIAN
VIQER FELL

PLAYER OF THE YEAR

Whether they're bad guys, good guys, or somewhere in-between, EVE has hundreds of thousands of players, some of whom embody the very essence of EVE:

CHIRBBA
DARKELF
HIGH SIERRA
KIATOLON
SIRMOLLE
WINTERBLINK

2008

POSTCARDS FROM THE FEST

IN ASSOCIATION WITH EVE FILES
WWW.EVE-FILES.COM

EVADING THE DREADED CONCORD STARFLEET, A GROUP OF FREEDOM FIGHTERS HAS ESTABLISHED A NEW SECRET BASE ON THE REMOTE ICE WORLD OF EARTH.

THE EVIL LORD OVEUR, OBSESSED WITH FINDING THEM, HAS DISPATCHED THOUSANDS OF REMOTE PROBES INTO THE FAR REACHES OF SPACE...



"Entering the Glaumbar, Captain-Okuna decided to start the night with a bang, NOT a whimper. Eleven shots of vodka for the Free Captains and our mates. He could easily have been crowned the King of the Party. My first Fanfest was the trip of a lifetime; from the surreal Icelandic landscape to the bonds forged between friends. The EVE community is one that I treasure and I am already counting down the days to Fanfest 2008!"
REMOTE PROBE: Able Citizen (Jericho Fraction)



"RöXöR's set generated an unbelievable level of energy. They were damn good. They had everyone by the stage rocking out, bouncing, or jamming, and a band can't get any more energetic than the lead guitarist smashing his axe to splinters. The energy was very positive, and it continued to course through the crowd all night long."
REMOTE PROBE: static zero (Minmatar Industrial Development Association)



"I have to admit, I did not have a great time, which is what I had expected, I had a phenomenal time. What more could I have wanted than three days full of drinking, EVE and pizza – meeting old faces as well as new ones. I must say I had four or five too many at the Party at the Top of the World. I think. See you all there next year."

REMOTE PROBE: Sam Bacon (KAOS.)



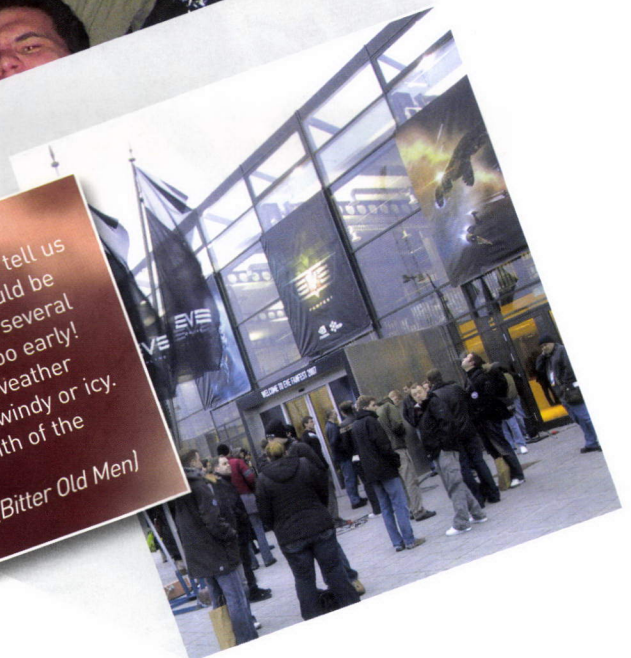
"When I started playing EVE around 2006, the idea of flying to a cold island to meet gamers seemed rather silly. I have since been wholly sucked into CCP's world, so I took the plunge this year. It turned out to be such a fun and unique experience – mixing geektastic events with lovely sights of Iceland. Many thanks to my wonderful corpmates in The Fated for looking after their token girl member and making it an unforgettable trip!"

REMOTE PROBE: eatingyak (FM Corp)



"CCP had omitted to tell us when the doors would be opened. Each day, several of us guessed – too early! Fortunately the weather was only cold and damp, not windy or icy. But inside awaited the warmth of the Great Fanfest Conference."

REMOTE PROBE: Msquare (Bitter Old Men)





FANFEST 2007

2007 MAY HAVE PASSED INTO HISTORY, BUT MEMORIES OF EVE'S LARGEST FANFEST EVER STILL LINGER ON AND, FOR MOST OF THE PEOPLE THERE, WILL NEVER BE FORGOTTEN

→ My boss was curious as to why I had asked for a swath of days off in November, and why I had done so many months in advance. He was even more curious as to why I had asked for an email back stating explicitly that I had claimed those days for vacation time. Then, months later in mid-October, when Project Scheduling started to eyeball start dates around the first week of November, I pulled out a piece of paper I'd printed months ago and waved it around. So sorry, but I've got plans.

Months of anticipation later, and after a lengthy bit of flying, my plane was touching down at Keflavik International Airport in the early morning of Fanfest Day One. Familiar faces met me in the security and immigration area: several of the media guys I had met at last year's Fanfest, including folks from Wacry and TenTonHammer, plus some from other media outlets that I was introduced to for the first time. There is little that's more humbling than having a grinning face from the industry's media show you an iPod loaded with your own podcasts.

Some things change and some things stay the same. Last year Air Canada decided it liked my luggage so much that it would keep it to itself in Boston for a day. This year, thank God, my luggage stayed with me and made it to the beautiful Grand Hotel. Like last year though, a highly attractive girl at the front desk told me my room wasn't ready yet, so I had to retreat to the restaurant to kick back and relax for a while. But eventually a room was readied, and I crashed after setting an alarm on my DS to wake me up after a couple of hours of much needed sleep.

HEADING INTO EMPIRE

This year's venue had changed from the conference area of the Nordica to Laugardalshöll, providing a much larger space for a much larger Fanfest. This year there was almost double the attendance, which was



WORDS & PICTURES: WINTERBLINK

A fighter, a lover, a giant among EVE players and Mr. Warp Drive. Active since 2003, Blinky is one of EVE's biggest stars

amazing to see. I made my way to the new venue by a five-minute walk through brisk Icelandic weather. First-day attendance was a tad light due to some peoples' flights coming in later in the day, but the main thrust of it is to meet up with everyone. So I wandered around a bit getting the lay of the land before heading up to the new Jita area.

The intent of Jita was to provide alliances with some tables and chairs to settle around as a group. This worked out pretty well, and when the masses of players began to show up on the second day, the Jita area began to live up to its name. I went upstairs to the upper area to find the Mercenary Coalition area, and was greeted by the Charlie The Unicorn-inspired hails of my compatriots.

EVE TV was busily capturing the event, doing interviews with players and recording the seminars for later broadcast. All of the crew was so busy it was tough to get a moment to chat with them, but I managed to shake hands with spiralJunkie whom I met last year under equally busy circumstances. Also making an appearance was the multi-talented and entirely huggable StevieSG, whose personality in real life is just as endearing as you'd imagine it would be.

Other EVE TV members, such as LoxyRider and the rest of the crew, were usually hiding off in the super-secret, closed-off EVE TV room, doing all that they do to film the Fanfest and broadcast it out to the masses who couldn't make it to Iceland in person.

One of my favourite parts of Fanfest is hanging out with pilots with whom I play the game, and MC's showing this year was much larger than before. Whether they were people I'd met the year prior, or those I was meeting for the first time, I was struck by how much the entire group gels like we're old 'real-life' friends. From what I saw of areas with clusters of pilots who fly together, this seemed to be the norm.

I was only able to attend a couple of seminars on the first day, ☹

⊕ including Valerie 'Pann' Massey's 'Fansite Basics', which sought to educate people on what kinds of things to look out for if they're considering making an EVE Fansite. CCP supports community involvement and contribution, and this seminar gave a good idea of how to get started.

The highlight for me that day, though, had to be seeing Tony Gonzales give a special reading of a sample chapter from his upcoming EVE novel. The depth of thought and feeling that he puts into his writing is a perfect match to the technical and design prowess CCP wields with the game itself. It serves to bring the game to life in a way which only certain people like Tony are capable of doing, through his very visual style of writing. This was patently evident during his reading, where he had the entire room enraptured with his glimpse into the world of faction politics, and I for one wished he could have gone on and read another chapter or two.

TAKING IT EASY

To end the first day, people could go on a Fanfest outing to the Blue Lagoon, a very famous Icelandic geothermal spa. I went last year, but after taking a look at the worsening weather, decided it might not be the best choice to go simmer up to my neck in warm water while my head got pelted with freezing rain. It's not so much a problem with that, it's the part where you have to get out of the warm water and get back inside the building before the freezing winds turn you into an EVE fancicle. While I didn't go, I can do nothing but recommend the place. Just pick a day with some decent weather.

Instead, I took part in what is now a yearly tradition: the MC blobbing of Red Chilis restaurant. I'm sure every year the poor staff at this place cringe when we walk through the door with 20-plus hungry EVE players. While great for the day's takings, I'm sure the kitchen staff want to murder us all. But if you've got a craving for a 400-gram burger or a rack of ribs as long as your arm, this is the place to go.

We wound down in the lobby of the Grand Hotel, a good-sized group of friends chatting with each other over our beers and sharing anecdotes of EVE and real life. At a certain point, a member of the hotel staff approached us and I was sure we were going to get asked to take the proceedings elsewhere, that we were being too noisy. Instead, he proclaimed he was working on a research project of some kind, related to getting his degree, and was using EVE as topic. He pegged us for EVE players – honestly not all that difficult – and hit us up for our opinions on various aspects of EVE. It was a surprising thing to see how this native Icelandic viewed the game, and it certainly wouldn't be the last conversation with people in Reykjavik that ended up as a deep discussion about EVE Online.

Eventually the lobby lights were turned down low, and we continued our mellow gathering around the rock fireplace in the Grand's lobby,

⊕ I TOOK PART IN WHAT IS NOW A YEARLY TRADITION: THE MC BLOBBING OF RED CHILIS RESTAURANT. I'M SURE EVERY YEAR THE POOR STAFF AT THIS PLACE CRINGE WHEN WE WALK THROUGH THE DOOR

above the slowly shifting coloured floor lighting. At some point we called it a night, and decided to get some decent sleep for the coming day.

REFRESHED AND READY

Day two and Fanfest was in full swing, jam-packed with things to do and people to see and meet. Fanfest attendees were abundant now, and every area of the new venue was packed with people. With two floors to spread out in, it was somewhat tough to take it all in, but the size afforded a manageable area of space for everyone to get around, socialize, and check out the events.

Both seminar rooms, named Tranquillity and Singularity, had busy schedules of presentations on various topics. At the same time downstairs, Pod Kill Plaza opened up for the competitors to fight in the PVP Tournament. Presentation-wise, I took in several of the ones in Tranquillity, the larger of the two.

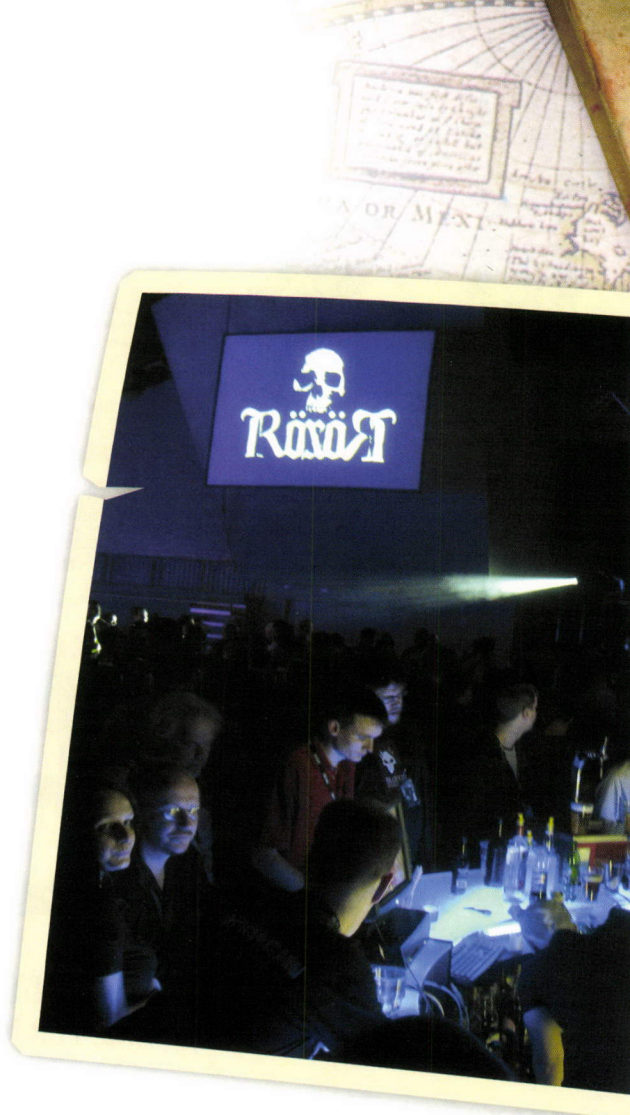
The Council of Stellar Management, with Dr. Eyjog and Xhagen, introduced some of the concepts CCP has been kicking around for the promised player council. EVE has grown to the point where its size is comparable to the population of Reykjavik itself, and it's entirely fascinating that CCP has looked to add essentially a form of democracy

for the players to take advantage of. Personally, I can't think of any other game that's tried anything as remotely robust as this, giving the players the ability to nominate and vote for representatives to voice the popular opinion to the game publisher itself.

The Alliance Panel Discussion gave some alliance leaders the opportunity to get up on stage and do a short presentation about their organization. There were some excellent presentations here with some seriously funny moments, from the likes of FIX ('We are not f**king pets'), PIE ('I'm not going to mention any of our failures'), and Goonfleet ('Those are the Welp days...'). It was great to see how all of the presenting alliances approached their presentations in their own unique way, much like how they differ in how they operate in-game. Most importantly, it was awesome that CCP left some time in the Fanfest schedule for the players to strut their stuff on stage.

MEETING HEROES

Next up was another of those presentations that I didn't want to miss, mainly because a similar one last year was amazing to watch. That is, the Live Visions presentation with B. Börkur Eiríksson, one of the artists at CCP responsible for the unbelievable artwork adorning the website and Chronicles in this very magazine.





IN THE HOUSE OF THE EXILED

This year's CCG tournament at Fanfest was a little smaller than last year's, drawing only 15 people, among them E-ON's CCG guide writer, Boda Khan...

Before the show, I narrowed my own deck choices into three viable possibilities, of which I finally picked Caldari – mainly due to the speed of their income generation (thanks to the trusted combination of By The Emperors Decree and Sansha's Scout Outpost) and their access to some amazingly cheap ships like the Kestrel and the Cormorant.

The tournament required us to play four rounds using Swiss pairings to determine the top four, who went on to play two more single-elimination rounds to determine the overall winner. My first three rounds went brilliantly and I didn't lose a single game until I faced a tough opponent in round four. Although I beat him in two out of three games, I had to face the same opponent again in the semi-final, and this time lost the round one game to two, placing me third overall in the event. Those games were particularly tough, and perhaps the hardest games of The Second Genesis I've played to date.

A lot of cards from the new Exiled set made an appearance during the day: several players used the upgraded pirate faction starbase to prolong the struggle, and my own use of the Guristas Nihilist was key to overpowering people relying on Patrol and Ambush in defence. Encountering the character Tairei Namazoth (who makes all ships Limited) was particularly tricky, but my real downfall was encountering the mighty Guristas Massacrer, which (thanks to the clever play of other Guristas cards) didn't give me enough time to attack or defend myself.

The nifty bit here was watching Börkur walk through the process of creating these incredible scenes, as he started in real-time, smudging blobs of colour, and made his way through various prepared versions, adding to each as he went and showing the process of making something out of nothing. As someone who loves to work with graphics, I'm floored by the creativity and skill that Börkur exerts almost casually. It's the visual equivalent to Tony Gonzales' writing finesse, and was similarly amazing to witness.

Last for me that day was Torfi F. Ólafsson's discussion on Ambulation. Now there's been a lot of naysaying in the community about Ambulation, with people panning it as not having any real place in this world of internet spaceships we inhabit. But in typical CCP style, the attention to detail here is staggering.

There's a costume designer working on the outfits so the clothing is functional, practical, and realistic. An architect is making sure the amazing visions of the concept art are translated into workable, liveable spaces that will feel correct to inhabit. Foley techniques make sure the sounds aren't just canned and repetitive, that clothes will rustle and footsteps will change with the environment and gear. Crowd simulation, body image adjustment, mood settings, you name it – it's all getting the works. It's truly staggering to see just



Ambient Occlusion

Variance

Shadow Mapping

Dual Material

Nebula Reflection

Complex Specular

ICE

FANFEST

PRESS

NVIDIA

Ⓢ how far along Ambulation has come since a year ago when the first little bits were shown.

There were a lot of great moments on the second day. Running into the E-ON Pub Team (note the double entendre, very clever guys) was a pleasant surprise, especially considering how I somehow went the entire Fanfest last year without meeting E-ON's resident cat herder, Richard 'The Maker of Shoes' Shoemaker, and the rest of the MMM Publishing crew. These are some seriously nice guys who were great to chat with, and were very giving with their stacks of free beer tickets. Clearly I must make their area a regular haunt again next year!

One thing I haven't spoken of so far is easily one of the most important things about Fanfest – CCP employees. Some might expect that they were hidden off in some faraway room for press access only, but nothing could be further from the truth. Front and centre, on stage and off, they were out and about with everyone else, meeting players and hanging out. As my second Fanfest, it was thoroughly enjoyable to come again and meet CCP people I'd met from last year and greet like old friends, and meet the many, many new faces.

MC once again claimed sovereignty of a large cluster of tables at Red Chilis for a wonderfully unhealthy dinner, finish in time to return to the Fanfest venue for The Great and Marvellous EVE Show. It should go without saying that there were some seriously hilarious moments, and I'm hoping that this becomes a regular for future Fanfests.

We then retired to the lobby of the Nordica hotel, and had what could only be described as an epic run-in with some Goons. Some notable moments included a drunken Stoffer, Seleene getting serenaded by Suas with a Goontar, and the raising of the MC banner alongside the Goon's Bee flag. The only things missing were the tinfoil hats.

END IS NIGH

Waking up on Day Three was tough, not so much because of alcohol drunk the night before, but because of the knowledge that this was the final day of the Fanfest. However, it was a big one. Reynir was first up with an excellent look at the history of CCP and EVE, bringing everyone in attendance up to date on how all this madness came to be. Looking back at the blood, sweat, and tears that went into the whole endeavour really makes you appreciate the game just that little bit more.

The new Trinity2 graphics engine improvements were shown by Halldor Fannar and NVIDIA's Phil Scott, showing us what big brains can do with enough time and beer. EVE's already beautiful, but the whole team at CCP is taking (by the time you read this, has already taken) what we love and elevating it into the stratosphere in terms of graphical fidelity and performance improvements. Utterly jaw-dropping.

The rock star of CCP, Oveur, took the stage for a hilarious presentation about some of the new Trinity features and enhancements. There wasn't a lot of new information *per se*, but it was an excellent summary of some of the new features, gear, and enhancements we can now find alongside the graphical tweaks. We were also shown the Trinity teaser, which practically made everyone in the room crap their pants. I for one cannot wait to see what the full trailer ends up looking like. (Check out the new EVE: Trinity trailer on the free Fanfest DVD which came with this issue.)

Rounding out the keynotes, last but definitely not least, was CEO of CCP, Hilmar Pétursson, giving us a look at where we've been in the last year, and what his plans are for the future, including the construction of a supercomputer that promises 'no lag'. We're going to hold you to that, Hilmar!

EVE TV invited me to do an interview, so I didn't get a chance to sit in on the CCP Panel presentation, but it was entirely cool to be in front of the camera, on set with KIAeddZ and Tony Gonzales, with spiralJunkie leading us with questions.

After some seriously expensive Pizza Hut and a quick jaunt back to my hotel to change, I returned back to the venue for the big Fanfest finale – appropriately monikered 'The Party at the Top of the World'. A giant portion of the venue was now open to everyone, with purple lighting, a sizable stage, and enough beer to drown the 'last day sorrows' of a thousand people.

There's almost too many incredible moments to mention. RöXör's

Ⓢ THE ROCK STAR OF CCP, OVEUR, TOOK THE STAGE FOR A HILARIOUS PRESENTATION. WE WERE SHOWN THE TRINITY TEASER, WHICH PRACTICALLY MADE EVERYONE IN THE ROOM CRAP THEIR PANTS

performance was amazing, providing a perfect musical soundtrack to the festivities. Developers and players moshing. A passed-out BoB guy with a 'Frozen Corpse' sign taped to his chest. A small group dressed as pirates. Beer girls done up with EVE makeup and hair. Everyone cutting loose with their friends, drinking and enjoying their time together.

Quite simply, a party unlike any other.

DOWNTIME APPROACHES

Over the next couple of days, people left Reykjavik for their homes in other areas of the world. I said goodbye to old friends and new ones, and watched others around me do the same. The lobbies of hotels became emptier, restaurants returned to a slower pace, and I went for a walk alone near the bay north of my hotel wondering how I was going to get all of this down on paper.

As I stood there with the sun setting, looking at the water crashing against the rocks, I remembered a conversation I had back at the hotel on the final night after the party. At the entrance was a woman smoking a cigarette, who asked me if I was in town for 'the CCP thing'. I said yes, and she began asking questions about the game. Soon her husband joined us outside in the brisk evening air and got into the conversation as well.

Now most gamers who are familiar with the genre would ask things like 'how's the PVP?' or 'is the crafting system good?' However, these two were much more interested in the game's community and social aspects, interested in how people met, and how in-game events affected those relationships. It was amazing to them that this game would affect so many people so much that they'd leave their homes for a long expensive flight to Iceland just to meet people.

I didn't really know how to answer them at the time, most likely from having an impressive blood-alcohol level. But in retrospect I think the best answer I could give them is that we as players don't really 'play' the game as much as we inhabit it. We shape it in a much more powerful way than any patch or nerf could ever hope to do, through our deeds and relationships with others just like in real life. We all live in that single universe, and thus are bonded through the various triumphs and trials that we all go through.

That may sound corny, but hey I was there with a thousand of you and have pictures to prove it. That commonality brought us all there to shake a stranger's hand, hug a Dev, and sit down to have a pint with a person you just met but have known for years.

See you all next year. Ⓢ

If you haven't already done so, stick the DVD that came free with this issue into your computer or DVD player, and kick back to witness just how special Fanfest really is. When you're done, lend it to a mate...



ROUND TABLE ROUND-UP

HUNDREDS PACKED INTO THE LARGER FANFEST PRESENTATIONS, BUT LESS WELL DOCUMENTED WERE THE ROUNDTABLE DISCUSSIONS, WHERE A HANDFUL OF PLAYERS ENJOYED UP CLOSE AND PERSONAL ATTENTION FROM THE EVE DEVS. HERE'S WHAT WENT DOWN...

FACTIONAL WARFARE

Host: CCP Greyscale

With Factional Warfare still not officially announced as a feature release for 2008, it was unsurprising that most discussion on the subject centred around how standing operates now and how it might be changed. Some people were keen to be able to take voluntary standings hits, in essence to wear their -10 standings like a badge of honour, and it was something Greyscale is keen to put some thought time into. Ironically, others were wanting to be able to recover poor standing a little more easily than is currently possible. As for Factional Warfare itself, players agreed that they didn't want alliances to be involved, which CCP was pleased to hear.

GAME MASTERS

Host: GM Xhagan

With GMs being very much on the front line when it comes to player issues, discussions inevitably revolved around some of the more provocative aspects of EVE life. "The most persistent issues were about how to deal with ISK spammers and sellers, reimbursement policies – a rather general category though – and exploit policies," said GM Xhagan. "Sadly, there were no issues that could be said to be surprising or weird... well, except all the stories we got to hear about funny or embarrassing moments in EVE. But we cannot elaborate further on that."

FUTURE EXPANSION

Host: CCP Greyscale

The discussions as to where EVE should be heading following Trinity focused on finding ways to tempt players out of densely-packed systems, rather than expanding the

universe itself. "To be honest," said CCP's Greyscale, "a lot of feedback was confirming things we'd already figured out, but it's good to have that confirmation. We're definitely looking at 0.0 warfare some more, cloaking changes are on the table, and of course breaking up empire lagspots is something we'd like to do."

EVE ON ALTERNATIVE PLATFORMS

Host: GM Retrofire

Surprisingly no-one asked about a Wii version, but with a shiny Mac camping the Jita part of the Fanfest, people seemed happy to just ask about how EVE would be supported beyond the newly-released Mac and Linux clients. "They were quite relieved to hear that we will be releasing the graphics engine update for Mac and Linux, not just for Windows, though there will be a delay in the release," said GM Retrofire. "Initially, players were a bit surprised that we weren't releasing a native client for Mac and Linux, but they understood why. The technology used for the EVE client is difficult to port to other platforms for it to be a native version."

LIFE IN 0.0

Host: CCP Greyscale

Dwellers of 0.0 have rarely shied away from making their views heard and it was no different when they went toe-to-toe during a Friday lunchtime showdown with Greyscale. Issues with cloaking were expressed, and with blobbing, but there were also some matters that the CCP designer hadn't considered, that of trade between the frontier regions. "Aside from the confirmation of things we were already looking at," he said, "the possibility of adding more trade-type gameplay into 0.0 is something we'd like to look at more closely. Currently there's no incentive to trade between regions really, which locks out a whole area of interaction."

NEW PLAYER EXPERIENCE

Host: CCP Fear

It was no surprise to CCP Fear that new people were finding EVE to be a complex game with a steep learning curve, nor that the online player guide was desperately in need of updating. "Most of what was discussed is either being worked on or is being planned," he confirmed. "I'm confident that we can address most of these issues, namely with updating the player guide, releasing the evelopedia, and enhancing the help in-game and out. Recruitment was also discussed, but hopefully the new Corporate Registry will aid on that front."



ROLEPLAY

Host: CCP Greyscale

You didn't have to sit in on Greyscale's discussion of role-playing in EVE to know what was going to be discussed: that with EVE's rich back-story, the role-play community could be better served and supported than it has been. Attendees reliably wanted more background material, and more news and background content, although it wasn't stated if a new Amarrian Emperor was also among the demands. "It was a surprisingly good discussion about a whole range of RP-related stuff that we shall push for," said Greyscale, before adding, "The problem is, as always, resources."

PLAYER CORPS and ALLIANCES

Host: CCP Chronotis & t0nyG

"It was very useful talking about some of the most pressing issues corps have, such as tools, their UI and functionality," said Chronotis, one of CCP's newer designers. "We went over everything from corporation member role overhauls, to additional starbase features, all of which have helped give birth to some ideas I put forward recently to Game Design to consider."

CCP's in-house novelist, Tony Gonzales, also sat in on a corp admin discussion and found players had similar concerns with regard to granting roles and guarding assets. "For revenue distribution, directors are especially interested in being able to divert tax revenues to specific wallets. Along the same lines, they want more granular control over revenue dispersion for alliances, say by implementing a 'Fed (alliance), State (corporate), Muni (individual)' tax structure that alliance executors can control. The most interesting long-term feature that players wanted to see implemented is a stock exchange. We spent a good portion of the hour talking about how cool that would be."

AMBULATION

Host: CCP Eris Discordia

A hot topic at Fanfest was Ambulation, which will allow us all to climb out of our pods for the first time. Eris was tasked with calming concerns that the ability to walk in stations would attract the wrong sort of players and carebear policies would reign supreme "which won't happen because Ambulation is a part of EVE and supplements it. It's not a replacement. It won't give you a fluffy, happy, sloppy feeling. EVE

⇒ DWELLERS OF 0.0 HAVE RARELY SHIED AWAY FROM MAKING THEIR VIEWS HEARD AND IT WAS NO DIFFERENT WHEN THEY WENT TOE-TO-TOE DURING A FRIDAY LUNCHTIME SHOWDOWN WITH GREYSCALE

is still a harsh, cut-throat world and Ambulation won't change that." By way of evidence, Eris and her group were equally keen to be able to show off their collections of frozen corpses. Expect corp morgues at some point then.

ECONOMIC DATA

Host: Dr EyjóG

'Great, but more info!' was the rallying cry from the pie chart-shaped table lorded over by CCP's economics guru, who was heartened by the insights gleaned from face-to-face talks with EVE's business community. Against calls for regional and more specific market data, the good doctor countered that "data should give a historical perspective rather than up-to-the minute information as too much information might decrease profit margins."

Being the hub of EVE's trade, Jita was a popular chat destination, with other calls to improve the contract system to improve trade. However, one of the most interesting suggestions was to introduce data analysis skillpacks, which players could train and by so doing get access to more disaggregated data. Something to think about...

PvP

Host: GM Guard

PvP in EVE means many things, but to most it means combat, and that means balancing. This session quickly turned to matters of nerfing and rarely did talks stray from that path. "The discussion was quite friendly and passionate," says GM Guard. "I believe the players enjoyed it as well since they stayed for an extra 40 minutes past the scheduled time. Amarr being the weak race is a very common idea that was discussed quite a lot. Being an Amarr lover myself I tend to dismiss all criticism of this proud race of pixels. It was therefore interesting to hear the players out on this issue. The weirdest idea put forth was the idea of laser crystals that do explosive damage. Sorry guys... I just can't picture it!" ☒



MIDNIGHTER

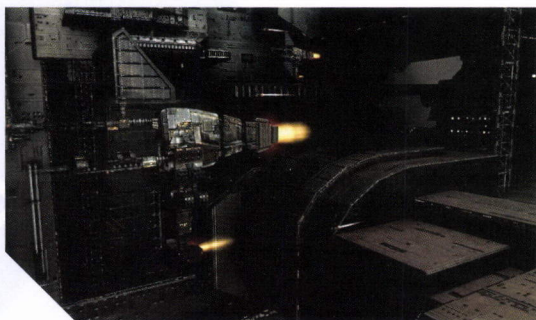


NAME: **Midnighter**
CORP: **The Causality [CLTY]**
POSITION: **Director of Strategy**
ALLIANCE: **Electus Matarī -EM-**
SPECIALITY: **Freeing the oppressed, and the oppressors**
SECURITY RATING: **1.5**
MOST LIKELY TO SAY: **"Let slip the dogs of war!"**
LEAST LIKELY TO SAY: **"Release the hounds!"**

After growing up in servitude in the Amarr Empire, at 19 Midnighter acquired freedom and found himself home in the Republic for the first time in his young life. Quickly he was drafted into the military, his superiors banking that the animosity he might harbour for his one-time masters would augment any natural combat skills he might have. They were right to and soon were sponsoring the young pilot in his drive to become a fully-licensed capsuleer. A glittering and glorious career in the Republic Fleet was all but certain from that point on, but as his graduation into the ranks of the elite neared, Midnighter began to question his own motives.

"I'd been so angry for so long, trying to take back my life by killing people who ultimately had no responsibility for my problems and my pain," he says. "I'd come to realize they [the Republic Fleet] were just taking angry and disillusioned young Matarī and turning them into fighting machines against the Amarr. When I finally got into a pod, I'd seen past the hatred and anger. I knew that this was my best chance to finally take my life back. I could become what I wanted, do what I wanted, and if I punished anyone it would be those deserving of it."

Midnighter is more than adequately prepared to fight for what he believes in, even if that's a world where combat is no longer needed



In social circles, Midnighter is one of the most recognisable of his generation, although of his achievements he is uncharacteristically unassuming, in spite of many years active service for the Republic, both as combat pilot and in his preferred role of diplomat. He sees his cause not just as a military struggle, but predominately a battle for hearts and minds.

"We need bigger and better solutions to the same old problem. We need to look at the big picture and see what needs to be done to take the billions of enslaved, send them home and give them their lives back without a prolonged war and without bankrupting our government," he says. "It's hard work, and it's slow work. One day I'd like to be renowned not as a freedom fighter, but as the guy who helped us build a world where freedom fighters weren't needed any more. I like the idea of a free world. And I'll fight to make it happen."

UP AGAINST THE WALL

Midnighter is less concerned about the battles that rage elsewhere for resources and territory, indeed he can appear just as incensed at the greed of the frontier alliances as at the short-sighted, self-righteous views of the Amarr:

"Politics are ultimately the machinations of

One day I'd like to be renowned not as a freedom fighter, but as the guy who helped us build a world where freedom fighters weren't needed any more

bored minds looking to complicate the world," he spits. "I mean, we have more paramilitary groups amongst the empires than we know what to do with, and they're all beating on each other over trivial matters and acting as if their government actually approves and doesn't consider them an expendable cat's-paw."

He continues: "We have people going out and trying to do good, but they keep coming up against people who made the marvellous discovery that causing trouble is far easier than doing good and far more entertaining. We have capsuleer super powers enacting wholesale murder over who's allowed to mine some rocks and shoot some pirates, when ultimately there are more rocks and rats than you can shake a stick at. It's as if the entire universe is becoming a massive pissing contest, and you know what? I really have better things to do than to bathe in piss."

As much as he loathes his enemies, Midnighter is respectful of their combat prowess. "I've had the honour of fighting against some great combatants in New Eden. Back in the day there were m0o Corp, Space Invaders, CVA and later Omniscient Order and KIA Alliance. But the one group of trouble makers that comes up again and again is PIE. I fought them when they were in CVA and we've had two wars with them whilst I've been in -EM-. This second war has almost been active for a year now, and shows no sign of going away. Even when we've managed to really beat the nanites out of their hulls, those insidious Amarr have just come back for more."

Although there is no end in sight to the wars between the hard-line elements of Matarī and Amarr, Midnighter is still hopeful for the future: "I'd like to say the future holds peace, but that's a filthy lie. That said, I hope that what I do means someone else's future holds something great though."



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As the sound of the alarm ran through the complex, miners hurried to the shelters. There had been another gas leak. Mining hemorphite was always dangerous, especially with the archaic equipment the slaves were utilizing. Arbjan, the Vherokior overseer, had noticed a few of the children giggling as they ran from the mines before the alarm. He suspected it was a false one.

After spending an hour walking through the mines with a gas detector, no leaks were found. God bless, no lives were lost today. But the delay would have the whole line working longer to reach the quota. Sighing and smiling, he recalled those small mischievous faces. He had triggered the alarm falsely a few times when he was a child and still remembered the thrashing he'd received when they'd found it was him.

Then the day of work was over, food had been eaten, and the time for the stories and dance had come. The young ones danced in the dim night lighting of the living quarters to the ancient rhythms of their people, abandoning themselves in the beat and the rush of blood. As the music quietened down and the stories of Matar, the paradise for the living, had been told, children started to nod off and drift away.

Arbjan decided it was time. He stood up and lit a torch to illuminate his face. "Listen!" he said sharply. "I have a tale to tell." The clouded eyes of the children snapped to him as dreams were driven away. Grunts and soft whispers in the shadows faded as everyone was waiting for a treat. The old Vherokior rarely told his tales, but they were always worth it. Slowly he turned around in the circle of life, facing each and every person in the shelter.

+++

I tell a tale of a child. A child that was happy, free, and filled with hope, as his grandchildren would be free to serve the Lord.

I tell of a child that was strong and proud. I tell of a child whose eyes were clear, his smile catching, and his hair long and smooth.

I tell of a child whose laughter made the babies stop crying. I tell a tale of a child who was Hope.

The future of all of us, of what we can be and what we will be, if we stay true to the Lord.

He and his lineage worked in a mine much like this. A hollow piece of rock where they toiled to pay for their sins towards God. By morning they rose to work and in the night they told stories and danced.

They grew their children to revere the Lord and were happy that Redemption was close.

Two generations, then they would be free to walk under the stars, in the service of the Lord.

Hope worked in the mines as well. He was too young to stand with the Knockers and work the drill and still too weak to carry the ore with the Strong Ones. He was too smart to carry water with the Helpers and too fickle to bring replacement heads with the Fixers to the drills.

His Duty was to be a Caller, to keep an eye on the Gas meter. To press the alarm if it fluctuated.

Hope was quick to laugh and quick to laugh with. His tricks towards the guards were numerous and he was never caught. He was fast on his feet, he was agile, and he knew how to look innocent when guards were looking for a scapegoat.

Hope had an idea, a grand idea, that would make everyone laugh and praise his trickery.

He knew a trick that would make even the guards fear.

The young ones danced in the dim light to the ancient rhythms of their people, abandoning themselves in the beat and the rush of blood

He kept his laugh inside as he opened the casing of the alarm.

He kept his laugh hidden as he put a chipped piece of Hemorphite between the conductors.

He could not hide the laughter in his eyes when he replaced the casing. Fifteen minutes later the alarm sounded. There was gas in the mines.

Guards ran around like scared animals, herding the people from the mines to the shelter. The gas seekers, the Hounds, walked the mines looking for a leak.

The Knockers and the Strong Ones got an hour's worth of rest while nothing was found. They told jokes, the elders told stories, and the children were happy to be held by their mothers.

Hope laughed and nobody knew why, he laughed until tears ran from his eyes, and he was glad that his family did not have to work for an hour.

A few days went by, a week, and Hope felt that his secret trick had gone unnoticed. He was young and proud, he felt his family looked tired, so he did it again one day.

Then again, again and again.

He was glad that his family was not as tired as they danced, that his family did not fall immediately to sleep as the stories ended.

He was glad that he could trick even his family. He was sad that he could tell no-one of his cleverness, of him and the lineage tricking even the watchful guards of the Lord Holder. But he felt that the spirits the lineage had worshiped before they served the Lord knew and that was enough for him.

Then time of testing came.

Lord Holder gave the family quota and a time to fill it.

The family worked day and night.

Whenever Hope saw that his family was tired the alarm rang out.

But something was different in the shelter. The Knockers and the Strong Ones were not joking, the Helpers did not tell stories, and the children kept crying as the alarm kept ringing.

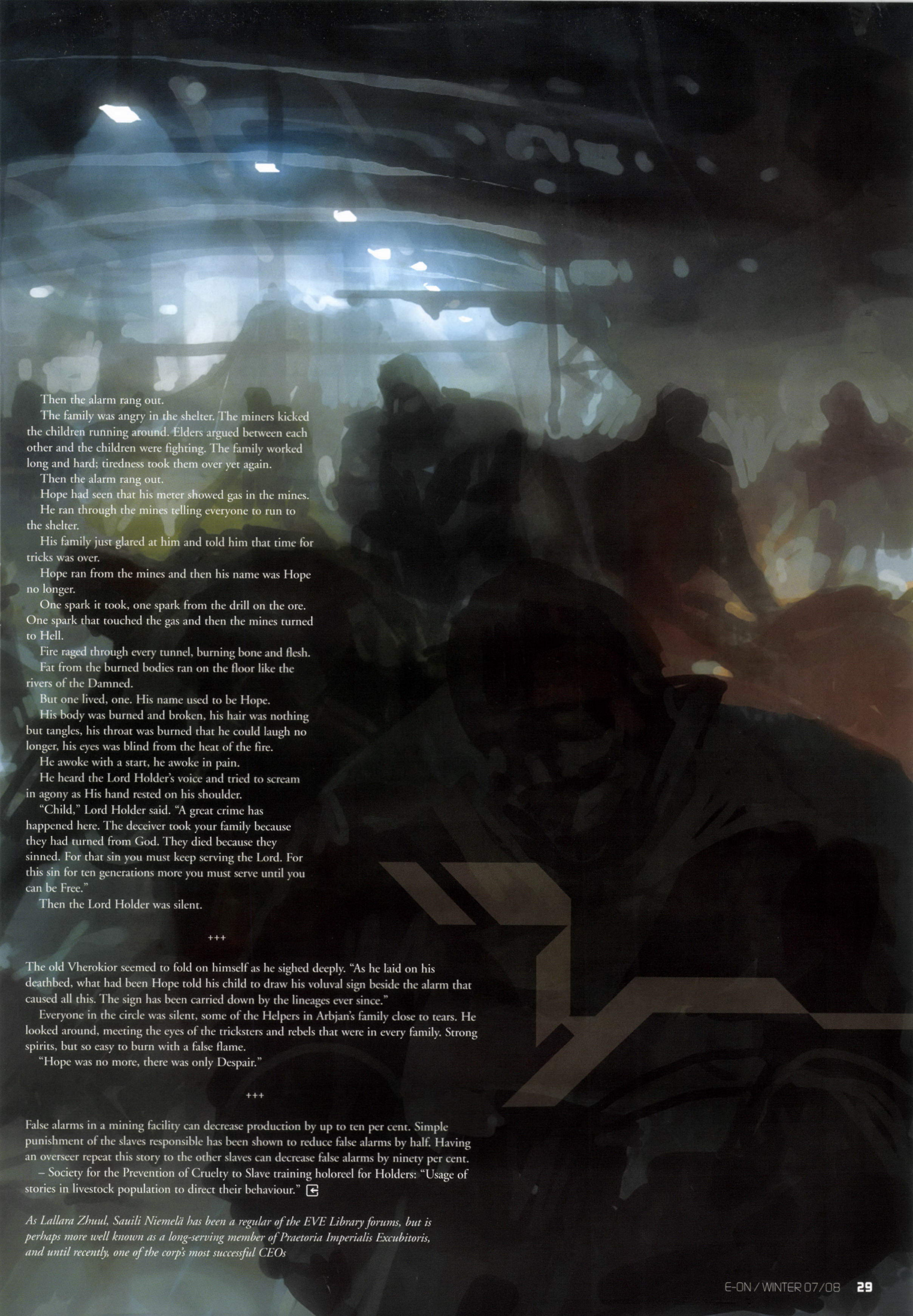
The Hounds did not find anything and the work continued.

After a few hours Hope saw one of the older men stumble under his load.

A MOMENT'S REST

NEW FICTION BY
SAULI NIEMELÄ

Illustration: Theo Prins




Then the alarm rang out.
The family was angry in the shelter. The miners kicked the children running around. Elders argued between each other and the children were fighting. The family worked long and hard; tiredness took them over yet again.
Then the alarm rang out.
Hope had seen that his meter showed gas in the mines.
He ran through the mines telling everyone to run to the shelter.
His family just glared at him and told him that time for tricks was over.
Hope ran from the mines and then his name was Hope no longer.
One spark it took, one spark from the drill on the ore.
One spark that touched the gas and then the mines turned to Hell.
Fire raged through every tunnel, burning bone and flesh.
Fat from the burned bodies ran on the floor like the rivers of the Damned.
But one lived, one. His name used to be Hope.
His body was burned and broken, his hair was nothing but tangles, his throat was burned that he could laugh no longer, his eyes was blind from the heat of the fire.
He awoke with a start, he awoke in pain.
He heard the Lord Holder's voice and tried to scream in agony as His hand rested on his shoulder.
"Child," Lord Holder said. "A great crime has happened here. The deceiver took your family because they had turned from God. They died because they sinned. For that sin you must keep serving the Lord. For this sin for ten generations more you must serve until you can be Free."
Then the Lord Holder was silent.

+++

The old Vherokior seemed to fold on himself as he sighed deeply. "As he laid on his deathbed, what had been Hope told his child to draw his voluval sign beside the alarm that caused all this. The sign has been carried down by the lineages ever since."
Everyone in the circle was silent, some of the Helpers in Arbjan's family close to tears. He looked around, meeting the eyes of the tricksters and rebels that were in every family. Strong spirits, but so easy to burn with a false flame.
"Hope was no more, there was only Despair."

+++

False alarms in a mining facility can decrease production by up to ten per cent. Simple punishment of the slaves responsible has been shown to reduce false alarms by half. Having an overseer repeat this story to the other slaves can decrease false alarms by ninety per cent.
– Society for the Prevention of Cruelty to Slave training holoreel for Holders: "Usage of stories in livestock population to direct their behaviour." 

As Lallara Zhuul, Sauili Niemelä has been a regular of the EVE Library forums, but is perhaps more well known as a long-serving member of Praetoria Imperialis Excubitoris, and until recently, one of the corp's most successful CEOs

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IN A SINGLE YEAR
TRIUMVIRATE HAS
PROGRESSED FROM
BEING A SMALL AND
RESPECTED COMBAT
CORP, TO A LARGE AND
RESPECTED ONE.
DARKNESSS WON'T
TAKE ALL THE CREDIT,
BUT HE DID ANSWER A
FEW QUESTIONS

Tell us the origins behind Triumvirate's creation?

As the name would suggest, Triumvirate was formed from three corporations. The original corps were D00M, Yesodic Nomads and Exanimo Inc. We were three relatively small but highly combat-efficient corporations, with a desire to consolidate so that we could effectively combat the far higher numbers the majority alliances had over us. It gave us the opportunity to experience more than just the usual guerrilla wars we were used to. We now had a means to fight fleet-on-fleet battles.

What is your own role?

My role really is delegation. There are a number of different people in charge of certain aspects of Triumvirate, such as diplomacy, residents, etc. If they have a problem, or any information they decide is worthwhile for the alliance, they would filter it on to myself. The alliance is not a dictatorship however, I would say there are some voices which lead our alliances but all of the Chief Executive Officers get to voice their opinion and all of their opinions count.

What objectives define your alliance - what makes it different?

We are a war machine, we have no desire for peace. We only have limited interests when talking about territorial control, however we will always be looking for a new target. I would say our main goal is to increase the quality of Triumvirate and use that quality in all differing types of

combat. We believe to increase that quality we have to have as few 'blues' as possible. This gives our pilots a lot of combat on a daily basis, and so maintains the high quality we expect.

I like to think we are different because we stand alone. I can comfortably say that whatever Triumvirate has accomplished it has done so off its own back. We have been given nothing and we would never take anything unless it requires a lot of fighting to get. This isn't to say we do not have friends, but rather that those friends haven't influenced what we have accomplished.

How would you rate your collective combat abilities?

I like to think we are one of the top powers in New Eden. We are incredibly proud of what we have accomplished and the force that we can field. I think most of the standard members in Triumvirate are among some of the best combat pilots in the galaxy. I also believe we have some of the best Fleet Commanders in the galaxy. I would not wish to be anywhere else.

How do you fund your military ops?

Well the alliance itself makes money off residents, and of course the station taxes. That money is put towards war mostly, i.e. fuelling our capital fleet, funding POSs and replacing certain important losses such as capital ships should we suffer any.

Deklein is also relatively rich in moon minerals which are divided between



Rionnag Alba [R A]



Naughty 40 [N40]



Triumvirate Holding Company [T - V]



omen [OMEN]



Spartan Industries [-SPA-]

ALLIANCE ASSETS

ALLIANCE COMMANDERS: Approx 1,200
ACTIVE FLEET STRENGTH: 200
FLEET RESERVES: Unknown
ECONOMIC ASSETS: 200-300bn ISK
POS ACTIVITY: Varies. Most of them are personally owned.

The alliance has some for jump bridges and sovereignty holding, but they really don't take up that many moons



PRINCIPAL CONFLICTS

Pure Blind – the battle for our POS and our friends

Interstellar Starbase Syndicate attacked our medium-sized POS. During this time Triumvirate was an alliance with an official member count of around 150. We ended up killing around five Dreadnoughts and a support fleet of maybe 70 with a gang of around 50-60. This was when people started to notice us as an alliance, and when we became a threat.

Venal – the Purge

We originally moved up to Venal to get a taste for 0.0 life, and to gain access to NPCs. The hardest part was securing the region, it was riddled with lots of different hostiles, the main one being Phalanx Alliance. This is also where Triumvirate grew the most. We decided after a few months living there that we were capable of taking and holding space alone. Securing the space was incredibly difficult as there was no one major operation that gave security to us. Instead, it was many operations spread over a period of time.

Deklein – our first move for space

We decided a good chunk of space to go for was Deklein. The MC had recently steamrolled through the area with a large number of alliances at their side, and these new alliances were relatively weak and unsettled. We ended up fighting Vigilance Infinitas, Aftermath Alliance, Storm Armada, SPARTA and Fallen Souls. After a couple of months engaging these enemies we ended up controlling all of Deklein. Taking YA0-XJ was the most significant part of the whole campaign. After two days of fighting, the station was surrendered over to us, and that was our first step into 0.0. There were two significant battles, one against Vigilance Infinitas and one against Fallen Souls, which was probably the more important of the fights. This fight saw their fleet destroyed with minimal losses on our side, and also around five Carrier class kills. We had support from Praesidium Liberatis and Phalanx Alliance in these operations, but the bulk of the work was accomplished through Triumvirate alone.

corps in order to pay for and generate a bit of profit for holding sovereignty holding POSs. As an alliance made for war, the running of POSs is not something we enjoy but rather something we have to do. The standard Triumvirate soldier would make his ISK NPCing, mission running and moon mining the lower-end moon minerals that are not taken over by other corporations.

Would you class anyone as your main enemies?

We don't really have any main enemies. As an alliance we have no negative standing towards anyone, we just have positive and neutral. We have been successful against the alliances we have fought so far, and we will keep hitting targets until we find someone who will put us to the test. If a victory is easy, it's nowhere near as satisfying.

Is Triumvirate politically-driven?

We like to stay as separate from other entities as possible, but we do have certain agreements with other alliances such as Morsus Mihi and Razor, whom we have a Non-Invasion Pact with. This means that we will not engage in territorial disputes with them, only day-to-day, small-scale combat.

Apart from those stated above we have no affiliations with any of the core empires. We aren't interested in the Great War being waged down south. It's given us an opportunity to get established as our own power without too large an interference from the main empires.

What is life like in your little part of New Eden?

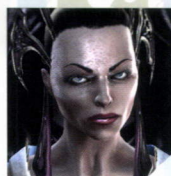
Triumvirate currently owns most of Deklein, and the upper part of Fade (C4C-Z4 and I-UU15). The area was split up between several smaller alliances when we decided to attack. There was a lot of fighting involved but now that the regions are secure they're pretty quiet, unfortunately. We would very much like someone to attack us!

Upon which members and member corps would you say your alliance most depends, and why?

I don't think any single corporation is depended upon, and if it was the case it would be a serious chink in our armour. Triumvirate is above any one corporation and whatever tasks are needed to hold a region of space, for example, are shared equally among the corporations. This means that if one corporation was to leave there would be a small gap to fill rather than a large one.

What are your long-term goals for the alliance and what are you doing to ensure it survives beyond the lifespan of others?

When it comes to territory we have what we wanted and more. Currently we are not interested in any more space, what we are interested in is war. Our goal is to keep fighting different alliances even if it means moving around the galaxy. Our members are here for war, we must give them that, otherwise we risk becoming stagnant and we will slowly die. ☒



Triumvirate's other principal Directors, Ozstar and XxAngelxx join CEO Darkness in pushing combat as an art form



THE ORIGINAL TEN-YEAR PLAN

A HISTORY OF CCP – PART TWO

FOR THOSE THAT MISSED PART ONE: SOME ICELANDIC GUYS GOT TOGETHER TO MAKE AN INTERNET GAME ABOUT SPACESHIPS. WHICH THEY DID, NOT WITHOUT SOME DRAMA. THEN IT WAS RELEASED... NOW BACK TO THE STORY...



TEXT: ZAPATERO

He may not have been around at the beginning, but he was there at the end of the beginning, and he'll be there until the beginning of the end, and very probably the end too... whenever that may be

➔ In May 2003, as EVE's developers in Iceland tried to find time to relax in the wake of the release of their debut computer game, the rest of the world, who had been largely oblivious to their efforts, were trying to get their head around what EVE actually was. Journalists weren't altogether sure what they were up against, blindly comparing EVE Online to its most obvious influences. Was it the new *Elite*, or the new *Homeworld*, or, rather, somewhere in-between? Those of us who had stuck through the beta knew that answer, and we also knew that despite the teething troubles, EVE was light years ahead of anything else.

Europe especially seemed to fall in love with EVE almost immediately, perhaps thanks to partisan local support for a Nordic development scene in the ascendancy, an almost unhealthy obsession for complex games (stand up Germany) and an inherent support for the underdog (go Team UK). Without descending further into crass national stereotypes, across the water reviews of *EVE Online* weren't quite so positive.

"I think that's mainly because we were under European influences in the early stages of the game, and to a certain extent we still are," says Nathan 'Oveur' Richardsson, currently EVE's Senior Producer and, back in 2003, a close suit-wearing associate of CCP. "What's happened

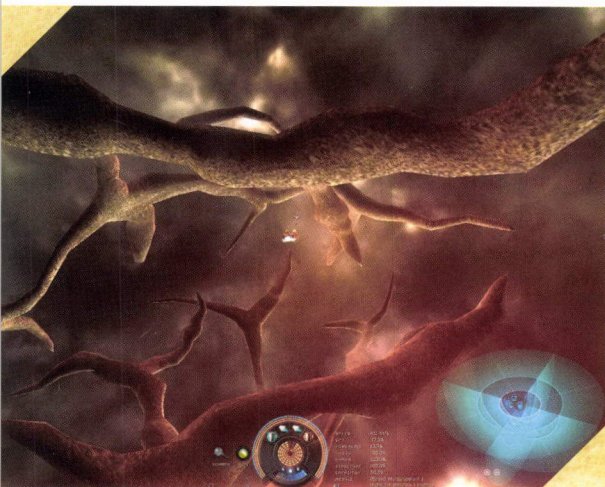
since then is that our almost entirely Icelandic team has gotten a healthy mix of culture and we believe that helped turn conceptions about."

FIRST THINGS FIRST

Despite its unique flavour and setting, its uncompromising complexity, award-winning graphics and positive reviews, the first few weeks after the initial 120,000 EVE boxes had been sent to stores were not an easy time. Partly, aside from exhaustion, CCP's own indisposition was to blame.

"The marketing campaign was low-key, which was somewhat intentional," says Nathan. "There was some hesitance in opening up the flood gates on day one, since nobody had really coped with such an onslaught back then. In hindsight, we could have handled more, but we don't really know how much more."

After the initial thrill of seeing EVE on store shelves, in magazines and across websites, CCP set about stabilising the code. Players demanded more ships, asked when Titans might be released and when Jove characters would be playable. They wanted PvE content (which was practically non-existent) and for some simple way to move between stations that didn't require having to buy ships all the time. Still, with highly lucrative ore deposits like Arkanor and Bistot flourishing in low-sec ☺



Right: the annual Running Of The Interns – in which CCP determines which of the latest influx of recruits makes it to a second, fully-paid year



Left: many have speculated on where the original model for the Thorax came from, but CCP has so far declined to comment

Below: Nathan identifies the sole non-drinker during CCP's team-bonding sailing trip. The miscreant was later identified only by dental records and fish bites



Left: interfaces come and interfaces go, but the basic elements that make up EVE have remained the same

systems, and rather pathetic drones guarding it, a lack of shuttles wasn't too much of a bail for EVE's legions of Frigate pilots.

Issues of stability and adding content were being compounded by problems with EVE's publisher, Simon & Schuster Interactive, who had decided to pull out of the games industry to concentrate on its core business. EVE would prove to be the book giant's last high-profile game.

"That left *EVE Online* in the position where publishing and distribution slowly spun down and by around September 2003 it was getting really difficult to find an *EVE Online* box in order to play the game," says Nathan. "At that time we started to discuss if we could buy back the rights to have the option to completely shift the business model over to digital distribution."

If buying back the distribution rights was a risky and expensive option, it was also one driven by a powerful survival instinct. From seeing new subscribers dwindle to a trickle, the release of EVE as a download in December 2003 opened the proverbial floodgates and immediately had an effect on CCP's fortunes.

CASTOR SUGAR

"We released mainly small patches throughout the year until Castor in December, which brought many usability enhancements, Tech Level 2 and the notorious Battleship pirates, among other things," recalls Nathan, carefully not mentioning the conquerable stations Castor introduced that for weeks changed hands more times than a WWII trench. "Work on Shiva (re-christened Exodus at the first EVE Fanfest) started in early 2004 and it was our first real expansion as we wanted to define them – Castor having been a warm-up. We took a good round of feedback from the community and added that to our plan. We had some rough timelines after that but the schedule was mainly a backlog of features with the emphasis on getting one expansion out at a time."

Despite the influx of new players, the budget to promote EVE to a post-release audience was non-existent, but clever marketing would help bring a steady stream of new players into New Eden. The backstory of EVE was still being fleshed out through Chronicles, role-play elements were strong and thanks to the newly-implemented Interstellar Correspondents programme, players were making and breaking news across EVE. With successful story arcs, including the Amarr Championship, EVE began bulking out again under a momentum driven, in part, by the playerbase.

CCP was handed a surprising opportunity early in 2004 when EA announced it was going to pull the plug on EVE's main competitor, *Earth & Beyond*, later in the year. Having been released in 2002 and having peaked at more than half a million subscribers, it was the game EVE was constantly compared to. CCP quickly announced to the *EnB* community that if they tried out EVE, a volunteer would join them in-game to take them through the differences between the

➡ IF BUYING THE DISTRIBUTION RIGHTS WAS A RISKY OPTION, IT WAS ALSO ONE DRIVEN BY A POWERFUL SURVIVAL INSTINCT. FROM SEEING NEW SUBSCRIBERS DWINDLE TO A TRICKLE, THE FLOODGATES OPENED





Above: the original packaging when first released. Right: CCP's office quickly grew cramped and a move to the current hollowed-out volcano headquarters (left) took place in 2005



two titles. A few days later NetDevil, whose *Jumpgate* game was less of a thorn in the side, laid on a similar welcome plan for *EnB* refugees.

After an unsteady start and fighting as much against logistical problems as anything else, CCP had finally secured a bridgehead on the MMO peninsula. With Hilmar V. Pétursson as the new CEO, it was time to advance.

THE WARS BEGIN

"We were still heavy on making improvements in 2004, but our main focus was on Exodus and, in that, Starbases," reveals Nathan. "We wanted more tools in the hands of the pilot, something that was really yours to own. Castor started off Tech Level 2 and opened up the outer regions with conquerable stations."

Prior to the release of Exodus, CCP hosted the very first Fanfest, where the developers came face-to-face with the players for the first time in Iceland. It was an event that broke down preconceptions between how a developer views its buying public and vice versa. The format would have been familiar to anyone who's attended subsequent gatherings and whilst there was no RøXör to completely smash things apart, there was a very real sense that CCP was as much awed at the people who came to Iceland as their guests were with the hosts. Yours truly remembers well how in the early hours of the final night of celebration, an almost tearful CCP co-founder, standing at the almost empty bar, still trying to comprehend the significance of the previous few days, was as happy as he was drunk.

Despite the successes that CCP was enjoying, critically if not commercially, EVE was still very much a niche game, its heightening complexity and scale inviting bafflement from an industry increasingly fixated with the concept of casual gaming. With a sequel to *EverQuest* arriving, and Blizzard's first entry into the MMO market appearing almost alongside it, there was a brief but very real possibility that players would desert EVE and a long and painful decline would ensue, some commentators comparing EVE to games that were undeniably in their sunshine years. As ever, CCP thought otherwise.

"We knew those games would almost certainly impact us in the short term but were confident it would only expand the market, benefiting us in the end – and that's exactly what happened," says Nathan. "We didn't even lose any customers; we plateaued for a short period during the launch of ☉

➡ AFTER THE INITIAL THRILL OF SEEING EVE ON STORE SHELVES, AND ACROSS WEBSITES, CCP SET ABOUT STABILISING THE CODE



☞ *World of Warcraft*, but after that *EVE Online* actually grew faster than ever before.”

DOUBLE DRAGON

Although *EVE*'s steady growth, from 50,000 subscribers in September 2004 to 70,000 a year later, wasn't going to be troubling the likes of Blizzard, CCP's spiralling ambition, which had by then culminated in plans to open a new universe for China, necessitated a move to a bigger office. As the final touches were being made to *EVE*'s 'Cold War Edition' – which introduced Outposts, Freighters, Dreadnoughts and a wealth of PvE content, including the first Deadspace complexes – CCP made plans to vacate the outwardly quaint almost cottage-like building in Klapparstig that had been home for six years, to take over the industrial port-side structure it occupies now, an old fish-packing factory. As was (is) CCP's way, it decided the best time to move was during preparations for another Fanfest and the crucial crunch period during the making of *Red Moon Rising*.

With parallel work going on to hit the proposed launch of *EVE* in China in 2006, it was becoming abundantly clear that CCP does not like to make things too easy for itself. The Asian market is considered the most mature and by far the largest of the MMO markets, and alone is bigger than the US and Europe combined. As a company making virtual worlds, it's only logical to participate in that market. Legal, logistic and language barriers dictated to a degree CCP's strategy in China, not to mention that it wanted a partner to operate it there, one familiar with the local market. But still there was a lot of work to do internally. Whilst plans were put in motion for *Serenity*, the *EVE* China cluster, which necessitated the loss of *EVE*'s Lead Designer, Kjartan Pierre Emilsson, to head up the Shanghai development, work on *Tranquillity* continued apace. The year ended in similar fashion to that previous, a punishing December schedule that saw (at last) the capital ships that veteran players had been dreaming about since *EVE*'s beta.

If 2005 was the year that *EVE* became the game it was always destined to be, 2006 was the year the community began reflecting that in kind through its own collective efforts, both in-game and out. The alliance structure had tempted more players to explore the possibilities offered by 0.0 space, whilst sites like *EVE-Files* had grown to become an important archive of raw data. Player gatherings were being organised across every continent, some attracting CCP attendees. Perhaps the most significant and ambitious development among community members was when a small group of *EVE* Radio DJs decided to add visuals to the audio-

only coverage of the first Alliance Tournament. In June 2006, *EVE* TV was born.

“As the community grows from a smaller tight-knit one where you pretty much know every prominent figure by (EVE)name, change is unavoidable,” says Nathan. “We wouldn't say in a bad way, it's growth and it's something that social networks adapt to, starting to create alliances where they become these tight-knit communities themselves.

There is more room now for people to gain a reputation and respect within smaller groups, even more so outside of the game itself. Some of them later rising to the universal level, which are the ones that one tends to remember these days. It's fascinating to follow.”

REVOLVER

With the release of four new races via the *Bloodlines* patch early in 2006 and the eventual high-profile release of *EVE* across China, CCP followed this up with the first stage of *Kali*, which would become the first stage of *Revelations*. Ironically it remains *EVE*'s least



memorable expansion, on account that its release was stable and complaints were very few after the relative drama of the RMR release. After the big ships of the year previous, it might have seemed an anticlimactic expansion, but with countless improvements and the promise of the massive graphical overhaul to follow in 2007, it still seemed that after four years since release, the best was yet to come. With other games failing much earlier in their life cycle it seemed somehow odd that EVE was becoming more and more popular, and the game itself deeper, more complex and more rewarding.

Not just that, but it also seemed CCP was getting bigger and bigger solely to the benefit of EVE. It wasn't, of course, it had other plans. These came to light at Fanfest 2006, as Hilmar dropped the biggest bombshell to date: CCP was to merge with Atlanta-based pen & paper RPG specialist, White Wolf. It seemed an odd marriage, yet also a fitting one. CCP had started in a room, just a few ideas and even fewer people to manage them. It had taken more than five years to release one game, then in the space of the next five enough expansions to make another dozen, as well as expand into China, and now, it seemed, America too. With a novel being produced, the release of a collectible card game and threats to make an EVE board game, hindsight hints that the marriage was always more than about CCP's desire to dress up as vampires.

"Absolutely," confirms Nathan. "We considered the companies to be complimentary on all levels and one year later, we know that is fact. We're moving ahead now with more 'joint' projects and the first ones are starting to come out. *The EVE Art Book* and the EVE CCG expansion are good examples, with EVE miniature ship models and a board game in the works. All in all, it's been awesome. We never imagined seven years ago that we'd be merged with White Wolf and we'd have close to 300 employees in three studios around the world. And here we are, still alive; it's still the most wonderful thing to spend your waking hours on, all set for World Domination or TOTALHELLDEATH, whichever comes first."

CONSTRUCTION TIME AGAIN

For the sake of ending this story in the right place, June 2007, 10 years on, as CCP was deep in development not only on EVE's most ambitious projects, but other projects away from EVE, it's perhaps necessary to take a step back, take in all that has been achieved, and ask, how much has CCP fundamentally changed during that time?

"We have about 280 more people now, and that fact alone has changed us a lot," says Nathan. "We're sticking to the same principles but the culture back then has been a challenge to scale. You can't mandate culture, it's something that emerges, grows with you, just like the *EVE Online* community. We haven't lost it, far from it, but it's different from 10 years ago."

Had Nathan his way, there is little he would have changed: perhaps have tried to secure some more funding in the beginning to avoid those depressing moments of financial insecurity, but little else. "Knowing the path and walking it are two different things," he says, "and walking it makes you learn far more along the way. Our absolute and complete faith in EVE permeates our being. We almost went bankrupt twice before EVE was launched, staff staying on for months without pay. I think that speaks volumes of the faith we all have in EVE. We've been growing steadily since launch and we believe in EVE more than ever."

So finally, with Ambulation, Trinity, Factional Warfare, Planetary Interaction and more planned for the feature list over the coming decade, how different will CCP be in 2017?

"We have an upper limit in terms of how we want CCP to grow. Our three-studio approach is fundamental to that growth and our products will be dictated by that capacity. We'll probably rely more on external partners by then, being able to produce more content than ever before. EVE will be there, going stronger than ever and we might have two more titles out by then – all with their development teams still working full-time on expanding and evolving them. That's our core philosophy about game development: we keep evolving our worlds. You know we still really haven't taken time off since release. Well, let me rephrase that. We're no longer crunching 90-hour weeks and we can take vacations with our families, but CCP is a lifestyle, it's not a job. We like coming to work a little earlier (some of us at least) and staying a bit later; it's challenging, fun, insane. *EVE Online* forever!" ☒



Left: a little-known fact is that all in-game ship models are first created out of pasta shapes and flour before being transferred into computer form by very clever technical people



Above: the meeting to discuss Ambulation's dance emotes enters its fifth straight day of fierce debate

⇒ KNOWING THE PATH AND WALKING IT ARE TWO DIFFERENT THINGS. WALKING IT MAKES YOU LEARN FAR MORE ALONG THE WAY. OUR ABSOLUTE FAITH IN EVE PERMEATES OUR BEING



Left and above: CCP and EVE have been permanent main fixtures of each year's GDC event, forming the crux of the ever-growing Nordic Game Pavilion



Above: meanwhile, the Chinese got their first taste of EVE in 2006, known to most in the east as the Year of the Strange Western Spaceship Game

**IF YOU'VE EVER
APPLIED FOR A
JOB AT CCP,
CHANCES ARE
YOUR WORDS HAVE
BEEN READ BY
THIS MAN, AND IF
YOU'RE LOOKING
FOR A JOB AT CCP,
THIS IS THE
PERSON WHOSE
PALM YOU NEED TO
CROSS WITH ISK**

AND WHEN YOU'RE NOT WORKING..?

Rumours say you are quite a mean soccer player – any truth to those?

Not at all, but have you seen Lilja doing her moves?

If you could swap jobs with someone for a day, who would that be and why?

Böðvar, our facility manager. I've always wanted a garage full of hammers, screwdrivers and stuff hanging on the wall. There is not a single thing I can do around our apartment, so if for just one day I could come home and effortlessly engage in home improvement instead of having to call for a carpenter or an electrician, that'd be great. I would also want to change with one of our graphic artists, as I'd just love to see EVE ships based on stick figures.

Which is your favourite movie and book?

My favourite movie is *Les Misérables* by Victor Hugo. My favourite book, or series rather, is the *Hitchhiker's Guide to the Galaxy*.

Tell us what you get up during a typical day at CCP headquarters?

A typical day for me at the office is never typical, as I hardly ever do the same thing day in and day out. There are always new tasks that pop up, new avenues we want to explore, new things we think would be nice to do for our employees, and new things we want to see the company doing.

What were you doing before joining CCP?

I studied Physical Education in Alabama and Florida from 1994-1996 and worked as a coach and personal trainer prior to going back to university and getting a degree in Business Administration.

Would you say you know more than anyone about everyone at CCP?

No, I hope the managers of each department know more about their people than I do.

Apart from Reynir, you are probably the most elusive person at CCP, in that you always seem to be running around organising something. Just how busy are you?

I don't think I'm any busier than other people here. I love having much to do and I love working for this company. Right now everything is very busy as we are growing into an established international firm, so it shouldn't be surprising to see us all having a lot to do. I also think that being given this unbelievable opportunity to work at CCP, one has to make some sacrifices. If it means I have to get up a little bit earlier or stay a little longer then that's fine by me, especially when the work doesn't really feel like work.

You get to read a lot of job applications – are they mostly EVE fans who apply? How much of an EVE player do you have to be to work at CCP?

We do get a lot of applications and many of them are from EVE fans. We've been so fortunate in the past to be able to bring in a variety of qualified people, many of whom have come in through the volunteer programme. We have often hired staff that have no idea about EVE, but are experts in their respective fields. We are on the cutting edge of technology, graphics, and programming, so we of course attract many of the best in the industry.

How have people from abroad managed to adapt to the Icelandic way of life?

I think it's safe to say that most of them have adapted pretty well to the Icelandic way. There are of course 'situations' we've had both in the past and recent times, but overall our people seem to do really well here. Icelandic people in general are very friendly and understand well the differences in cultures around the world, so most people that come from abroad find that the transition to Icelandic culture is fairly easy.

As an employer, what do you think makes CCP unique among game developers?

Our culture, absolutely. CCP wasn't founded merely as a company to make a computer game, with everyone stuck in a corner doing their own thing; it

was a social creation, based on and built by people who were more concerned with doing the impossible than with setting boundaries. This was and is reflected in EVE, where you have the freedom to do anything you like, and where you realize that achieving your goals is not about saying, 'This is impossible, let's skip it and try something else,' but, 'This is impossible. Let's do it.' We encourage a serious 'work hard/play hard' cross-departmental environment where everyone brings something to the table, and we remain dedicated to EVE not merely as the labour of love it is for us, but as a lifestyle.

With offices in Shanghai, Atlanta and some people working remotely, how challenging has CCP's rapid expansion been to manage?

It's been quite a challenge, I think, but it is important to realize what we're doing. All of us are working together in a kick-ass team, making and producing one of the best video games in history. At the same time we're operating on three continents, working with many of the world's leading companies and some of the best talents in the world. One of the imperatives in this kind of environment is that we help people stay focused and ensure they can always see the big picture.

Also, with so many offices, how much migration goes on at CCP?

So far, we've had some key people go from Iceland to our offices in Atlanta and Shanghai, and of course there's been a steady influx of new blood coming to Iceland from all over. There's a definite possibility that in the future we'll have more people going back and forth between our offices, working on various projects. We'll just have to wait and see. As for people leaving CCP, you would be surprised, but the turnover is very low. We are rated among the top five companies to work for in Iceland.

Tell us some of the perks about working at CCP?

There's myriad perks, ranging from small to big. We offer stock options; various discounts and special promotions with companies such as Vodafone, Dell and Microsoft; and all sorts of on-site benefits ranging from health checkups and massages to university courses and even haircuts. We offer gym memberships and even offer laundry and dry-cleaning services. We also supply free meals – breakfasts, lunches and dinners – and of course coffee, juices and bottled water, along with snacks and sodas. There are a lot more, but I don't want to give too much away!

Crap interview question #1: What would you say are your strengths, and your weakness?

After being involved in hiring just under 100 people, my skills in rapid desk assembly are now at a mind-boggling level.

Crap interview question #2: Where do you see yourself in five years time?

Creating endless opportunities and values for the people at CCP.

A black and white portrait of a man with dark, wavy hair and a light beard, looking directly at the camera. He is wearing a dark t-shirt. The background is a soft, out-of-focus grey.

CCP STARTDATE: April 2006
POSITION: HR Manager
AKA: HelgiMar

HELGI MÁR ÞÓRÐARSON

TWO YEARS

ONE FAMILY

ONE GOAL



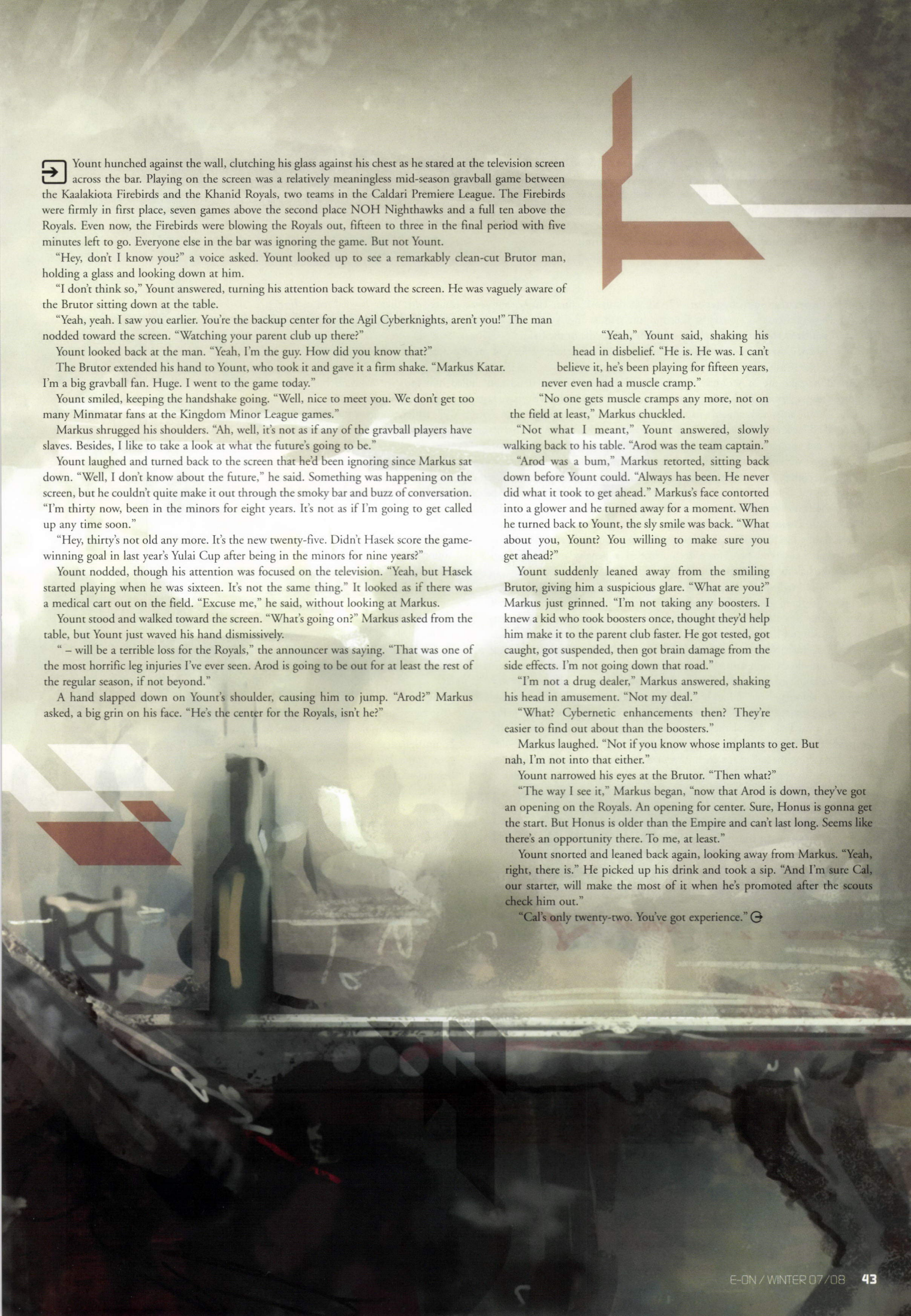


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SMALL FISH

NEW FICTION
BY JOHN KASTRONIS

Illustrations: B. Börkur Eiríksson



➡ Yount hunched against the wall, clutching his glass against his chest as he stared at the television screen across the bar. Playing on the screen was a relatively meaningless mid-season gravball game between the Kaalakiota Firebirds and the Khanid Royals, two teams in the Caldari Premiere League. The Firebirds were firmly in first place, seven games above the second place NOH Nighthawks and a full ten above the Royals. Even now, the Firebirds were blowing the Royals out, fifteen to three in the final period with five minutes left to go. Everyone else in the bar was ignoring the game. But not Yount.

"Hey, don't I know you?" a voice asked. Yount looked up to see a remarkably clean-cut Brutor man, holding a glass and looking down at him.

"I don't think so," Yount answered, turning his attention back toward the screen. He was vaguely aware of the Brutor sitting down at the table.

"Yeah, yeah. I saw you earlier. You're the backup center for the Agil Cyberknights, aren't you?" The man nodded toward the screen. "Watching your parent club up there?"

Yount looked back at the man. "Yeah, I'm the guy. How did you know that?"

The Brutor extended his hand to Yount, who took it and gave it a firm shake. "Markus Katar. I'm a big gravball fan. Huge. I went to the game today."

Yount smiled, keeping the handshake going. "Well, nice to meet you. We don't get too many Minmatar fans at the Kingdom Minor League games."

Markus shrugged his shoulders. "Ah, well, it's not as if any of the gravball players have slaves. Besides, I like to take a look at what the future's going to be."

Yount laughed and turned back to the screen that he'd been ignoring since Markus sat down. "Well, I don't know about the future," he said. Something was happening on the screen, but he couldn't quite make it out through the smoky bar and buzz of conversation. "I'm thirty now, been in the minors for eight years. It's not as if I'm going to get called up any time soon."

"Hey, thirty's not old any more. It's the new twenty-five. Didn't Hasek score the game-winning goal in last year's Yulai Cup after being in the minors for nine years?"

Yount nodded, though his attention was focused on the television. "Yeah, but Hasek started playing when he was sixteen. It's not the same thing." It looked as if there was a medical cart out on the field. "Excuse me," he said, without looking at Markus.

Yount stood and walked toward the screen. "What's going on?" Markus asked from the table, but Yount just waved his hand dismissively.

"— will be a terrible loss for the Royals," the announcer was saying. "That was one of the most horrific leg injuries I've ever seen. Arod is going to be out for at least the rest of the regular season, if not beyond."

A hand slapped down on Yount's shoulder, causing him to jump. "Arod?" Markus asked, a big grin on his face. "He's the center for the Royals, isn't he?"

"Yeah," Yount said, shaking his head in disbelief. "He is. He was. I can't believe it, he's been playing for fifteen years, never even had a muscle cramp."

"No one gets muscle cramps any more, not on the field at least," Markus chuckled.

"Not what I meant," Yount answered, slowly walking back to his table. "Arod was the team captain."

"Arod was a bum," Markus retorted, sitting back down before Yount could. "Always has been. He never did what it took to get ahead." Markus's face contorted into a glower and he turned away for a moment. When he turned back to Yount, the sly smile was back. "What about you, Yount? You willing to make sure you get ahead?"

Yount suddenly leaned away from the smiling Brutor, giving him a suspicious glare. "What are you?" Markus just grinned. "I'm not taking any boosters. I knew a kid who took boosters once, thought they'd help him make it to the parent club faster. He got tested, got caught, got suspended, then got brain damage from the side effects. I'm not going down that road."

"I'm not a drug dealer," Markus answered, shaking his head in amusement. "Not my deal."

"What? Cybernetic enhancements then? They're easier to find out about than the boosters."

Markus laughed. "Not if you know whose implants to get. But nah, I'm not into that either."

Yount narrowed his eyes at the Brutor. "Then what?"

"The way I see it," Markus began, "now that Arod is down, they've got an opening on the Royals. An opening for center. Sure, Honus is gonna get the start. But Honus is older than the Empire and can't last long. Seems like there's an opportunity there. To me, at least."

Yount snorted and leaned back again, looking away from Markus. "Yeah, right, there is." He picked up his drink and took a sip. "And I'm sure Cal, our starter, will make the most of it when he's promoted after the scouts check him out."

"Cal's only twenty-two. You've got experience." ☉

☉ “And the Royals aren’t contending. Season the young guy, see what he’s got. Good plan for rebuilding.”

“Well, maybe Cal will have a bad game tomorrow. Or he’ll get injured.”

“I wish. I’d give anything to get up to the parent club, even for just a day.”

“Anything?”

Markus suddenly stood, his grin still plastered on. “Well, maybe you’ll have a little luck tomorrow. I believe in you, Yount. You’ll make it, I know. And you’ll prove them all wrong.”

“Well, I’m not quite as optimistic as you. But thanks a lot, uh...” Yount looked away a bit and rubbed the back of his head. “Sorry, what was your name again?”

“Markus,” he answered. “But just think of me as your guardian angel.” With a wave, Markus turned and walked out of the bar. Yount frowned, then went back to nursing his drink.

+ + +

Yount had never seen so many reporters at a Cyberknights game. The place was swarming with them. Several scouts from the Royals were there too, peering at Cal from the stands. “Everyone’s here for you, Cal,” he said, slapping the young man on the shoulder as they stared at the crowd from the middle of the field.

Cal laughed, a bit too quickly. “Hey, Yount, what are you trying to do? Get me nervous?”

“What? No, I just –”

“Aw, don’t take me so seriously, big guy.” Cal grabbed Yount’s hand and pulled him into an awkward hug. “Hey, I appreciate everything. Without you here to teach me, I don’t think I’d have lasted a year in the league.”

“Uh,” Yount answered, gingerly patting the shoulders of the younger man. “Yeah. Well, I’d have done it for anyone.”

Cal pulled back and slapped Yount on the shoulder. “Hey, I know it’s been your dream to make it to the Royals. They’re stupid for not taking you up earlier. I’m going to tell them that once I make it up.”

“Hey, don’t worry about it,” Yount answered. “This is your time. If mine comes, then I’ll see you in the majors.”

“When it comes, Yount, when it comes.” The official whistle sounded and Yount gave Cal one last nod of encouragement, then ran off the field with the rest of the reserves. As he settled down on the bench, a whistle sounded and the play began. Cal and the Palas Dark Gold’s center – Fregosi, a former star piddling out his twilight – both jumped into the air to grab the jump ball. Fregosi slammed into Cal hard, sending the entire Cyberknight’s bench jumping up, screaming. Yount was with them, but realized he was more excited than he should be. The official whistled a penalty on Fregosi and awarded the ball to the Cyberknights.

Cal bounced right back up from the hit and the entire bench sat back down, with most of them grumbling. Unseld, one of the reserve forwards, elbowed Yount in the ribs. “Can you believe that cheap hit?” he asked. “Old man Fregosi’s just bitter it ain’t him getting the attention out there.”

“Yeah,” Yount answered, his voice dark. “He should have known the young kid won’t stay down from something like that.”

As soon as the game resumed, Cal took the ball and began working his way down field, before passing to Barkley, the Cyberknight’s forward. A few seconds later, Barkley passed back to one of the wingers, Riggins, right before being leveled by a hit from one of the Dark Golds. Riggins slung it back to Cal a moment later. Cal sprinted up the field, bowled over a hapless Dark Golds player, then slung the ball at the goal. It seemed as if the Dark Golds goaltender flinched, but the ball sailed harmlessly past him... and past the goal, wide of its net. Despite the miss, the buzzing cheers of the crowd nearly drowned out the official’s whistle as they blew the ball dead.

When the ball was in-bounded, Yount tried following the play, but found his eyes continually drawn back toward Cal. He was watching him move down the field, with a grace and power that Yount never had. Every time someone hit Cal, or Cal hit someone else, Yount’s breath caught in his throat. And every time, Cal got right back up and kept after the play.

“Hey! Hey, Yount!” a familiar voice came. Yount turned back to the stands and saw Markus waving at him. Yount gave him a wave and Unseld nudged him. “Someone you know?”

“Not really,” Yount answered. “Just a guy from the bar last night.”

“Well,” Unseld said, checking out Markus’s enthusiastic waving.

“Looks like he wants you.”

“Game’s going on,” Yount said dryly.

“You ain’t in it,” Unseld answered. “And his yelling is getting annoying. Go see what he wants.”

Yount shook his head and stood up. “I bet they wouldn’t do this in the majors,” he muttered.

“They wouldn’t,” Unseld answered. “But you ain’t there either.”

Yount slowly walked over to where Markus was sitting, nearly hanging over the railing. “Hey,” Yount said.

“Hey Yount,” Markus said. “Cal’s looking good out there today.”

“Yeah, he is.”

“Too bad it’s not you out there, right?” Markus asked, with that lopsided grin on his face. “Against these bums, you’d shine too.”

Yount sighed and nodded his head. “Yeah, I wish.”

“You remember what we talked about last night?”

“About what? Cal having a bad game so I’d go in and show them what I had?”

“Not exactly.” Suddenly, there was a loud groan from the crowd. Yount turned around and looked back at the field. Cal was lying on the ground, rolling around, clutching his elbow. “Hey, looks like you got your wish.”

Yount ran onto the field with the rest of his team, gathering in a circle around the medics tending to Cal.

“Does this hurt?” the team doctor asked, lightly moving Cal’s arm. Cal screamed out in pain and the doctor sighed, pulling out a medical sensor. He gingerly pressed it against Cal’s shoulder, eliciting a yelp of agony. After a moment, the doctor turned to Coach Veeck, who was standing back with his arms crossed. “Looks like the shoulder is separated.”

The coach, a very strict and tough Civire, cursed and spat and ground his feet into the turf. “Dammit! Get him off the field! We’ve got a game to play!” Then he turned and looked at his players before his eyes finally fell on Yount. “Yount! Get in there! And don’t get injured!”

Yount nodded as calmly as he could. “Yes, Coach!” As the medics helped Cal off the field and the players got back into starting alignment, Yount glanced over to Markus. The polished Brutor was gone. Yount took a deep breath and, when the whistle sounded, leapt for the jump ball.

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☉ **Yount had never seen so many reporters at a Cyberknights game. The place was swarming with them. Several scouts from the Royals were there too, peering at Cal**

“Good work, Yount.” “Nice game, Yount!” “Hey, man, congratulations on getting the call up!” “You earned it, Yount.” “Everyone on the team will be pulling for you. Make the Royals regret not calling you up sooner!”

The praise from his teammates was still ringing in his ears as Yount sat, alone, in the locker room after the game. He didn’t remember the score, exactly. He remembered winning the game. He remembered scoring three goals himself and setting up four others. He ☉



Ⓔ remembered blindsiding Fregosi and causing a turnover. But he couldn't remember how they happened or when. It was a blur.

"Yount, the scouts want to see you." He'd barely had a chance to get back off the field when the scouts called him into the coach's office.

"With Gracchus Cal out for the next few weeks, we need a new backup on the Royals," they had told him. "We're promoting you to the parent club. Since this will be your first time in the majors, the major league roster bonus in your contract will kick in, as well as the mandatory pay increase for all players making the jump for the first time."

He zoned out for the rest of the meeting. Even the worst paid gravball players were rich men, at least those who were in one of the major leagues. He was to pack up immediately – no partying, no stop offs, no anything – and get on the first InterBus transport to Perimeter, where the Khanid Royals were starting their three-game series against the NOH Nighthawks.

When he walked out of the scout's room, the entire team had gathered about. They tried to pretend they weren't eavesdropping, but as soon as Riggins slapped him on the shoulder, they all burst out into cheers and started to wish him well.

Even Cal, his arm in a sling, gave him a congratulatory handshake. "Congratulations, Jakan," Cal said. "You earned it."

"I just wish it hadn't come because you got hurt."

Cal shrugged. "Hey, I'll get another shot. I'll get fixed up, get back on the field in a few weeks, then earn my way up with you."

"Yeah." Yount sat there, quietly staring into his locker, for a long time. A few teammates came over to wish him well, but most gave him a wide berth, thinking he was still absorbing the moment. Eventually, everyone cleared out, leaving him alone in the locker room.

He'd been sitting there for (by his reckoning, at least) an hour when, once again, a familiar voice called to him. "Nice game, Yount."

"Thanks Markus," Yount answered without turning to look.

Markus sat down on the bench beside him, uncomfortably close. "Funny thing about that game. It seemed like all the Dark Gold players were head hunting for Cal. Almost like they were trying to injure him."

"Yeah, funny thing."

"Of course, you're probably wondering, 'Why would they do that?' Well... He didn't sleep with all of their sisters, if that's what you're wondering."

Yount turned toward Markus. "What do you..." Then he noticed what he hadn't seen in the smoky bar the night before. The black tattoo on the back of Markus's hand.

"That's right, the Angel Cartel," Markus said, noticing the look on Yount's face. He grinned wide.

"What... What do you want with me?" Yount asked, scooting back on the bench.

Markus laughed and slapped Yount on the shoulder. "Nothing," he said, standing up. "Yet. Just remember, without the Cartel, Cal wouldn't have gone down, and you'd never be making it to the Royals. You're in the big pond now. But don't forget, even in the big pond, a fish can end up caught and cooked for dinner." Markus walked to the door. "I'll be in touch."

Yount didn't move for an hour after Markus left. When he finally did, he hurriedly threw his things into his bag and ran to the InterBus terminal.

+ + +

Three weeks later, Yount had settled into the traveling schedule of the Caldari Premiere League. He hadn't gotten into a real game yet, only blow outs one way or the other when Coach Angelos wanted to rest Honus. But they had just finished up a night game against the Ishukone Hummingbirds and were scheduled to play a day game against them the next day. Coach Angelos had told him, in no uncertain terms, that Yount was going to start in the day game and play right through.

Yount had been lying in bed the entire night, unable to sleep. He tossed and turned, but never could get the thought of starting out of his head. It finally seemed he was about to drift off when his communicator began ringing. He sat up with a start and blearily slapped at it, grabbing it and looking at the caller ID. "Unknown?" he muttered. "What the hell is it saying that for?" He clumsily flipped it open and held it up to his ear. "Hello?"

"Yount!" Markus's voice blasted out. "I'm glad you're still awake."

"What do you want?"

"I hear you're starting tomorrow. Congratulations."

"Thanks," Yount answered, his voice dripping.

"Did you see the line on the game?"

"I don't pay attention to that stuff."

"The Royals are favored by eight goals to win. Odds on them winning outright are one to twenty. Need to bet twenty ISK to win one. Of course, you know what happens if the Hummingbirds win, right?"

"No."

"One ISK to win twenty. It's a fool's bet, of course. The Hummingbirds haven't won in twenty games and you all blew them out by eighteen goals last night."

"Right. That's not a bet I would take."

"Unless, of course, you knew that the Royals were going to lose."

"What?"

"Well, my friend, the Angel Cartel takes care of its friends. But we expect to be taken care of as well. You are the center. You control the game. You're going to play the entire game. You can make things happen." Yount was speechless. After a moment, Markus started talking again. "I'm guessing that's a yes?"

"I... I am not throwing a game!" Yount hissed.

➡ You're in the big pond now. But don't forget, even in the big pond, a fish can end up caught and cooked for dinner

Markus clucked his tongue. "Tsk, ts. That's not what I like to hear. After all, I went through all the trouble of making sure Fregosi took out Cal. I made sure you got your spot on the parent club, and this is how I'm repaid? The Cartel won't be happy."

"I don't care. I'm not doing it!"

"I don't think you understand, Jakan. You aren't being given a choice in the matter. You'll throw the game. If you don't, you'll be throwing away something much, much more important."

"What are you talking about?"

"I think you know. I'll see you at the game tomorrow." There was a click as Markus hung up.

Yount sat there in the dark hotel room for a long time. Daylight crept into the windows before he was finally able to lay down again.

+ + +

"God, you look like hell!" Coach Angelos said. "What's wrong?"

"Couldn't sleep," Yount muttered, rubbing the bags under his eyes. He looked positively Ni-Kunni.

Coach Angelos' lip curled up. "Well, you're going to be playing today! And you'd damn sure better do well. Or else."

"Or else?" he asked, trying to stifle a yawn.

"Or else your back in the minors. Forever. We don't need some punk who can't keep himself from partying all night before his first start and screws up against the worst team in the league."

"The minors..." Yount felt a wave of nausea hit him. "But... But I'm the only backup center you have."

"We'll sign a free agent, if we need to. Or make a trade," the Coach said. "The only reason you're here is because of what happened to Cal. Don't forget that Yount."

"Yes, Coach."

Coach Angelos suddenly cracked a smile and slapped Yount on the back. "Good man! And don't worry about it. Even with one leg, you'd probably be able to lead us to a win against the Hummingbirds. Now come on, we've got strategy to go over!" The coach led Yount into the team meeting. Yount swallowed hard as he faced the team... For today, his team.

+ + +

"Come on! What's going on out there?" The Coach was yelling at Yount from the sidelines. He had just been leveled by Monk, a winger and the smallest player on the Hummingbirds. Yount slowly got up as Coach Angelos screamed, "Time out, time out!" to the referees. A whistle was blown and play stopped, and Angelos waved everyone over to the bench.

As soon as Yount got there, Angelos grabbed him by the collar. "What's wrong with you, Yount? You're playing like an amateur!"

Yount couldn't look his coach in the eyes. He turned feebly away. "I don't know, Coach."

Coach Angelos yanked him so that he couldn't look away. "If you don't get your head in the game, you won't make it past the post-game news conference! This is your dream!

You live for this! You breathed, ate and drank gravball in the minors, living from fedo-infested motel to motel, just so you could get this chance! That's not how a slacker is! You're better than this! Take this damn game and run with it! Do you understand me?"

"Yes, Coach."

"DO YOU UNDERSTAND ME?"

"Yes Coach!" Yount shouted.

"You're not giving up on me, are you?"

"No Coach!" Yount shouted, and he meant it.

"Good!" He gave Yount a tender slap on the face, then turned to the rest of the team.

"Now, we're only down five to eight and we've got nearly the entire period left! Yount's not going to give up on us! Are you?"

"No Coach!" came the chorus of responses.

"Then get out there and win this game!" The players let out a brief cheer, then started to trot out onto the field. Yount lingered for a moment, then began to sprint back to his position. Before he did, he looked back at the crowd. Markus was sitting there, in the front row, an approving grin across his face. Yount quickly looked away, but not before seeing a thumbs up from Markus. He took a deep breath and ran onto the field.

+ + +

As soon as he'd come back on the field, Yount drove the team down the field. Yount to Battles to Creekmur back to Battles to Dorsett to Yount, across the red line, split two defenders, and fire. The ball sailed past a lunging Chamberlain, the Hummingbird's goaltender.

Three minutes later, after Hull had intercepted a pass and gave possession back to the Royals, Yount fed the ball to a wide open Dorsett, who flicked it into the goal for an easy score. They were only down one now.

With a minute left, Yount laid a crushing hit on Arenas, knocking the ball out and into the hands of Battles. Coach Angelos immediately called time out.

Everyone briskly jogged to the sidelines. Yount was breathing heavy, a wide smile on his face. "Good work, good work!" the Coach said, slapping them all on the back as they gathered around him. "We've got a minute left to play. We need one goal to tie it and send it into a shootout. A shootout we'll definitely win, cause Chamberlain's the worst goaltender in the league. I'd be a better goaltender than him!" The team let out a breathless chuckle. "Now, here's the play I want you to run..." The coach held out his clipboard, which was drawn with a bunch of circles, lines and arrows. The play called for them to move the ball up the field with a series of quick, short passes to confuse the defense, then let Creekmur get into the open, feed him the ball, and let him score. It was a perfect play.

"Now get back out there and tie this thing up!" the Coach yelled. Everyone gave a cheer. Yount glanced over toward the stands, looking for Markus. He was no longer there. Yount jogged back onto the field with the team.

The whistle blew and he immediately tossed the ball to Dorsett. Dorsett took a few steps forward, then threw it to a crossing Battles. Battles barely got the ball away to Creekmur before he got leveled. Creekmur was only half way up the field when he slung the ball back to Yount. Yount caught it and charged forward.

He got across the red line and looked over toward Creekmur. He pumped the ball, but pulled it down when he saw two defenders shadowing Creekmur. There was no way he'd be able to fit a pass in there.

Yount briefly looked around for another outlet, but a loud buzzer sounded, indicating only ten seconds left to play. Only one defender, Monk, was coming towards Yount. With a deep breath, Yount dashed forward, plowing into Monk and knocking the smaller man away.

Yount set his feet and pulled his arm back.

Then he spotted Markus, sitting directly behind the goal. His arms were crossed, and his omnipresent grin was gone. Instead, he was glaring at Yount. Two large, angry looking men, Angel Cartel tattoos covering their faces, stood beside him.

"Don't," Markus mouthed.

Yount's eyes locked back on the goal. The time on the game clock was ticking down. If he didn't shoot, everyone would be suspicious. He could always miss on purpose. Or maybe it'd get blocked. It wouldn't be the first time someone missed a game-tying shot at the end of regulation. It happened all the time.

He could be the hero, or the goat. He could take the bait and give one hell of a fight, or he could swim off and hide, become a footnote while the other fish got fat. He took aim. His arm flew forward, but Yount closed his eyes. He couldn't watch. [E]

John Kastronis is one of E-ON's longest serving fiction writers, most recently penning Green Dreams in issue #009.

STATE OF EVE

IN THE BEGINNING, IT MIGHT HAVE SEEMED A SIMPLE TASK TO MAKE A COMPUTER GAME FOR PEOPLE TO PLAY AND ENJOY. SUCCESS WOULD MEAN THE DEVELOPER WOULD KEEP DEVELOPING, PLAYERS COULD KEEP PLAYING AND NEVER THE TWAIN WOULD MEET. IF ONLY LIFE WAS SO SIMPLE...



TEXT: ZAPATERO

Although he would like to think himself a lowly player, with friends in high places Zapatero is just as power-mad and self-obsessed as anyone else in EVE



EVE is a far from a singular fit in the MMO game-creation template, born as it was in a country that has to wear a fake moustache and carry around ID whenever it goes to the UN just to get in the door (get a Starbucks and a standing army and maybe we can renegotiate a deal). And so, having had to make up a few rules as it has gone along, CCP has consistently been pushing ahead and breaking new ground, sometimes without really knowing it, even if the ground has sometimes seemed thin and the gains short. Hiring an economist just to study the transfer of pretend money was one such instance, one that might have outwardly seemed unlikely to provoke anything of interest, yet is regarded as one development that is greatly contributing to our understanding of the dynamics of EVE – even to those of us who've been playing it for years and those making it for years. ☺





Ⓒ So perhaps we should stop acting all surprised when CCP announces something new; after all, not every innovation comes to fruition – remember the version of EVE for mobile phones? Remember the chain of pizza restaurants that would span the globe? No, OK, maybe that was promised after a few beers and for drunken ears only. But what about the CSM?

Ah, yes, the CSM. The Council of Stellar Management. Conceived back in 2003 when EVE was first released, the CSM was put in place so that players could question the development team more directly than the forums allowed. Every couple of weeks, the Council and a squad of high-ranking CCP names would meet in a seedy internet chat room and after a few hours would emerge, sore of finger due to excessive typing. It wasn't unique, nor was there much gained by the process aside from gleaning a small insight into what CCP was up to, but at the least it was an excuse to visit Evegate.net (RIP) when the chat logs were eventually posted for all to see.

That first iteration of the CSM was wound up after just a few months because of insufficient resources, but now CCP is abundant once more and wants to bring the council back, this time with a significant twist to the proceedings – democratic elections. It wants us players to vote. Having nurtured an in-game economy that has elicited serious academic study, CCP may well be on the way to attracting similar attention from amongst those of a political bent.

BIRTH OF A NATION

Of course CCP has attracted plenty of attention in recent months, not all of it entirely positive. Soon after CCP was accused by some players of

being corrupt in the wake of a developer found to have handed a couple of blueprints to his corporation, CCP formalised its internal affairs procedures. More allegations followed, which were met with silence, then notices of pending investigation before being dismissed. But during all of this, the relationship between CCP and the players seemed to change. CCP was no longer the open developer who could happily blunder onto its own forums. Trust had been broken and had to be repaired, and irrespective of how diligently it conducted internal investigations, it was no longer enough to dismiss claims of collusion or corruption. CCP needed a new infrastructure.

"EVE is not a computer game," said CCP CEO, Hilmar Pétursson, in a *New York Post* interview back in June 2007. "It is an emerging nation, and we have to address it like a nation being accused of corruption... you have to create transparency and robust institutions and oversight in order to maintain the confidence of the population."

CCP had looked at EVE in terms of nationhood before, back in October 2005 when the number of subscribers was around 80,000. At the Fanfest that year, then Lead Designer, Kjartan Pierre Emilsson, talked about how social structures organise themselves, and whilst the presentation focused on how alliance sizes may one day necessitate a formal empire structure, it was inferred that beyond a certain size, the EVE community as a whole might be difficult to administer without some formal arrangement between developer and players. Little did CCP know at the time how dramatically that concept would be played out a



STATE
OF
EVE

few months later. It seemed that EVE was becoming its own empire, of a sort, and soon people would feel so removed from the epicentre of power that the more militant among the disenfranchised might threaten the stability of EVE itself.

GODS WILL BE GODS

It may seem slightly ridiculous to compare a game developer to a government and EVE to a population roused to rebellion, but the comparison does bear some scrutiny. Other nations may be much larger (*World Of Warcraft's* claimed nine million-strong population dwarfs EVE's paltry 200,000 by some magnitude), but of course EVE's citizenship exists across one vast server and the community is highly centralised around one official site. The empire of *WOW* exists more like a boundless tapestry of barely connected villages. In a sense, EVE is the capital city to *WOW's* vast expanse of hinterland. In one, a crime committed by a player is picked up, all hear of it quickly and the weight of voice gives it a resonance. In the other, it may take weeks for news to circulate and when it does it's of little relevance to those that receive it.

Whether it sees itself as a benevolent dictator, god or, as it prefers, janitor, CCP is in complete control of its city/state. It administers EVE, cleans its streets, educates its immigrants, patches up the weak and infirm, and punishes those who act outside the law with the threat of permanent exile – all for which a tax is levied. Its citizens may be free to migrate to other worlds, other cities, nations (or villages), but it is not always easy to pick up roots and plant them elsewhere. Aside from threatening to leave, perhaps players need a new recourse to action.

Perhaps, in a world like EVE's, where there is arguably much more at stake than in other games, where interaction is as much about the means as the ends, the machinery of governance too should concern itself as much about how decisions are made as by what the decision ends up being. If EVE is a playground as opposed to a theme park, as CCP and players maintain, then it follows that its laws must be more abstract and fluid. As Europe had experienced in the 18th century, EVE could be said to be progressing through its own Age of Enlightenment, the realisation that authority comes through reason, not tradition or absolutism.

LAYING THE LAW

At around the same time CCP was considering revitalising the Council of Stellar Management, on the other side of the world – the real world this time – the concept of virtual world governance was being debated at the State of Play conference in Singapore. James Grimmelmann, an Associate Professor at New York Law School and one-time programmer for Microsoft, was on a panel talking about applying real-world law and processes in the administration of game worlds. In the sense that developers have what he called 'metaphysical jurisdiction' they can control a world to very fine details that are not currently possible in the real world, and because there are no institutions to check that level of control (such as rule of law, judicial review, or elections), the power that developers wield can be abused.

"It's not just that players in virtual worlds have to worry about these things, it's also a concern for designers," said Grimmelmann. "If they were more constrained, if they were less able to make adjustments behind the scenes, accusations are less credible. Their role as administrators of the world is more legitimate if they are subjected to constraint." He went even further by suggesting that if we were to take virtual worlds seriously (which many of us do, especially EVE's), the only way to

solve problems of virtual world governance is to build the same institutions we have in the real world to check laws there. "External regulation is one approach," he said. "You can also grow internal systems of democracy and restraint – elections, constitutionalism, separation of powers, an ombudsman."

David Post, Professor of Law at Temple University Law School was a speaker on the same panel, and saw it as inevitable that law will become a feature of games in the future. "Law allows worlds to become more complicated, in a good way," he posited. "Complex interactions bring with them complex disputes. People will not engage in complex interactions unless they have some assurance that the disputes will be resolved in a fair and just way. Law, in a sense, brings with it conflict. It enables people to have new kinds of complicated conflicts with one another – that's not a bug, that's a feature."

ANARCHO-SYNDICALIST COMMUNES

Seeing the need for reform, and armed with the opportunity to effect it (and a mandate, of sorts, from the law boffins), the next stage in the devolution of EVE's power came at Fanfest 2007 when the outline of the new CSM plan was revealed and openly discussed prior to the release of a white paper. CCP's plan was to create the process by which every account would command a vote that could be given to any candidate that put themselves up for election. The nine who received the most votes would then represent the players, with the highest voted-for being made Chairperson and the Vice-Chairman, Secretary and Vice-Secretary voted for internally by the incumbent representatives.

The specifics on how the CSM will operate are still in flux, but the principle is that all players will be able to bring up matters directly to any of the representatives, or via a new branch of the official forum. From there, Councillors will judge which matters are important enough to be 'marked for resolution' after which players can then vote for the matter to be discussed between council members at the next official meeting – the logs from which will be made public. The matter is then discussed and voted on by the delegates and should a majority decide the matter of significance, it can then be brought before CCP. It is hoped that Councillors will hold their internal meetings at least once a week, while face-to-face meetings between the CSM and CCP will be held every six months in Iceland.

POWER STRUGGLES

Despite the CSM being democratically-elected, CCP is keen to stress that the CSM itself will not hold any powers to push through policy, no matter how powerful the lobbying from players might become. The democratic process will only apply to the selection of representatives and to the matters that they discuss. It is the CSM's task to convince CCP that any changes or developments would be for the benefit of EVE as a whole. Even with that in mind, CCP is under no illusions that it will have to wield its power of veto, even in the face of good ideas. It is these hard-to-predict matters that seems to worry CCP more than anything else.

"In all honesty, I am not sure that I can name a scary scenario," says Pétur Jóhannes Óskarsson, a.k.a. GM Xhagan and architect of the new CSM. "That is perhaps why they scare me, as our player base is so intelligent and inventive that we simply cannot prepare for all possible scenarios in the manner that we would like to. If we could prepare for all possible scenarios, we really would not need the CSM would we? One of the reasons we are actually building up this concept is precisely because we cannot imagine all possible scenarios that players have."

CCP is aware that overuse of its veto powers, far from emboldening these first few tentative steps into virtual world democracy, could well end up frustrating the process. Certain topics will be off-limits for discussion, although CCP is not wanting to ban any subjects outright, only to stress that policy discussions not directly related to EVE will be at best frowned-upon.

Can EVE really sustain a democratically-elected council if it has no real power? "I could probably answer that with a reference to EVE and its lack of goals," says Óskarsson. "How can one make a computer game, and sustain it, that has no goals? The answer lies in the players themselves. We are not going to feed the projects or 'baby- G

AS WITH EUROPE IN THE 18TH CENTURY, EVE COULD BE SAID TO BE PROGRESSING THROUGH ITS OWN AGE OF ENLIGHTENMENT, THE REALISATION THAT AUTHORITY COMES THROUGH REASON, NOT TRADITION OR ABSOLUTISM

IF PEOPLE AREN'T DRIVEN TO VOTE IN MATTERS THAT DIRECTLY AFFECT THEIR DAY-TO-DAY LIVES, WHAT HOPE IS THERE THAT THEY WILL VOTE IN MATTERS THAT MAY AFFECT THEIR ONLINE PERSONAS?

“sit” them in any manner. We are doing this because we truly believe that a council will be able to provide us with accurate and relevant information from the customers. If we try and tamper with that in any way, we are making the players tell us what we want to hear and that is not the purpose of this council. I know the players will be able to take this and make something magnificent out of this, although it will take time and the first year will probably be very difficult.”

OUT IN FORCE

Although managing expectations of the players will be a significant challenge, perhaps the biggest threat to the success of the process of deliberative democracy CCP has outlined is one that appears endemic in real world politics – apathy. Figures suggest that fewer than 50% of Americans turn out to vote in presidential elections, and for first-time voters and those under 25 (those of prime MMOG-playing age, in other words), that number falls drastically to around 24%. In a recent Boston election in November, the turnout was around 13%. Reasons for voter apathy are legion (the weather was a favoured scapegoat in Boston), but it begs the question that if people aren't driven to vote in matters that directly affect their day-to-day lives, what hope is there that they will vote in matters that may affect their online personas? Even assuming that there will be some EVE players who perhaps take the wars in EVE more seriously than those on Earth, that still won't make up the shortfall.

“Apathy is a concern that we can battle on several fronts, yet we can offer no guarantee of overcoming it entirely,” says Óskarsson. “The idea we have at the moment is to advertise the elections. We can force people to at least glance at a message that informs them of these. Other plans have not been cooked up as this is a council manned by players and elected by players. The candidates will be able to battle the apathy in a much more efficient way than CCP will ever be able to. The magic here is to put in place a system that will allow players to choose their representatives or try and get their representatives a seat on the council, to allow the inherent anarchy in EVE to gain new heights without us cramming a system or a method upon that anarchy, which will undoubtedly reject the entire endeavour if applied via force.”

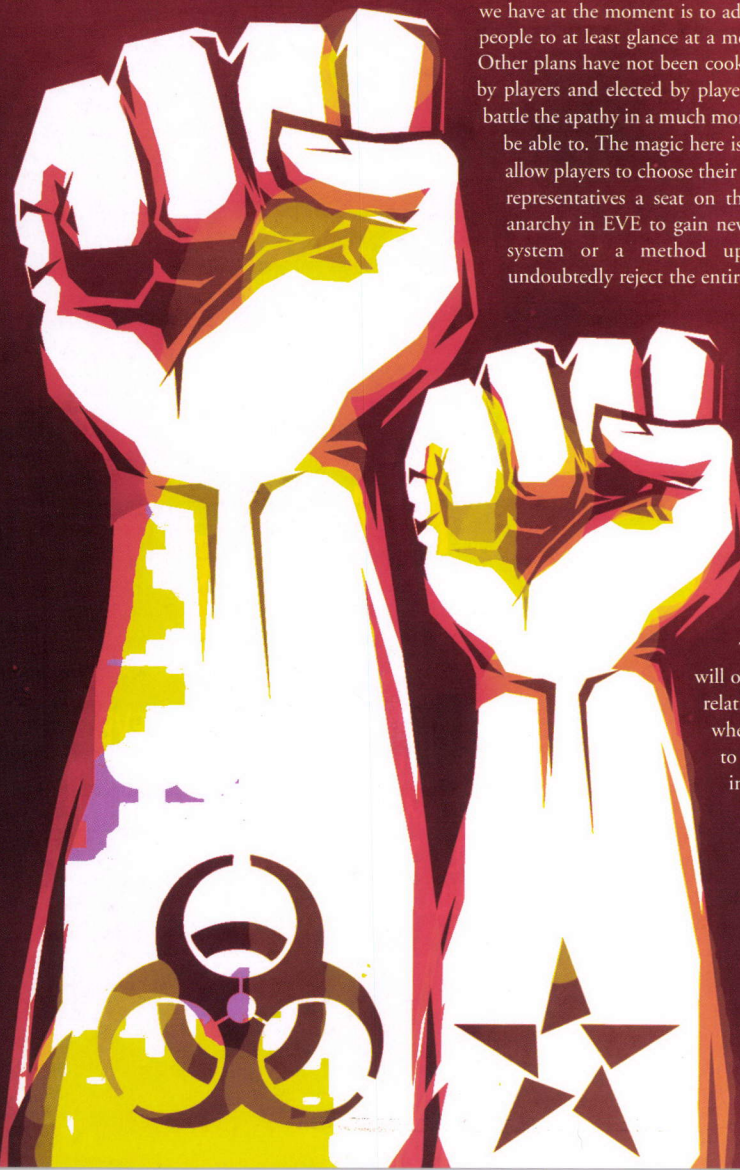
Feedback since the publication of the white paper on November 14 has been varied and discussion divided. Prior to publication, most concerns centred on CCP's implementation of democracy and whether it was valid. “Us using the word ‘democracy’ created a confusion that first had to be worked through before other things could be discussed,” admits Óskarsson. “The whole framework for real-world elections, government systems and the works have changed the concept so much that if you have 20 people in a room and you ask them to write down what democracy means you will get 22 definitions.”

A PROCESS OF REFINEMENT

Getting past that hang-up, Óskarsson has been swayed to drop the idea of allowing proxy voting, where players could secretly sell or give their votes to other players or power blocks. Instead, the voting process will rely fully on the more manageable method of only having direct voting. Proxy voting may make sense in adding an underworld flavour to the voting mechanic, but with the CSM system being designed to operate at the player level rather than for characters (in other words, the CSM is not supposed to be purely an in-game body), it was felt that proxy voting could be counter-productive in the long run and added an unnecessary level of complexity. “Feedback has also helped us to refine or better explain some aspects of the endeavour that we didn't realise needed an explanation,” he continues, “such as a reply to the question of why on Earth we were doing this entire thing and why we didn't simply hire people to read the forums to achieve the same results.” The next stage of the process is for CCP to nail down the specifics of how the CSM will operate and what duties and responsibilities players, councillors and CCP will have in relation to the framework that is being devised. Then there are the technical aspects of where on site or in-game players will be able to vote, after which candidates will be able to put themselves forward and canvassing can begin, hopefully with a working council in place before the end of the year.

FUTURE SHOCKS

Whether the all-new Council of Stellar Management can claim to be a representative body or not, its reinvention is, in some form, very probably a necessary development. CCP claims that it does keep an eye on the forums, but the fact is you have to be a dedicated and constant reader in order to catch everything of note that is posted there. The volume of content that is posted necessitates that the forum is unwieldy which, considering that less than 10% of active EVE players are regular visitors to the forum, the percentage who actively participate is by degrees smaller still. The forum is indeed an entirely fair platform and virtually indiscriminate,





**VOTE
NOW**

**STATE
OF
EVE**

but it is in no way representative of the EVE population. As for the democratic credentials the CSM will hold, as a first step along a path that very few game developers have even considered taking, it is a very bold plan. Whether CCP decides to make further concessions to democracy along the way is another matter. For that to happen, CCP will have to construct a more robust infrastructure in which even more representative governance can perhaps flourish, in line with which players too may have to organise themselves. Despite being careful not to go too far in these initial stages, CCP can see a time when political parties, lobby groups and even trade unions will be vying for power.

"The most exciting aspect is of course the novelty of the entire thing," enthuses Óskarsson. "We have nothing to 'guide' us in our proceedings other than real life, yet the difference between real life and EVE is well known. We are the first people to actually implement a system of a democratically elected council, where there are next to no restrictions on either the potential candidates or voters. And this is all happening in a virtual world that has many unique aspects to it, such as the complete lack of social classes for new members of the society. So, watching democratic elections in this environment is a unique opportunity for everybody. Moving to how the process is exciting from EVE's perspective, it is of course the chance players have to get a say in how EVE is developed and to express themselves, through representatives, to us at CCP in a formal manner. The potential outcome of that amount of brainpower is unfathomable and should prove to be very helpful for EVE."

PROTEST VOTE

There remains the question of how necessary the whole process of devolution is to the future of EVE. Essentially, it could be argued, all that is different between the original CSM and the

new is online voting and the expense of flights to Iceland for the representatives. Richard Bartle spoke candidly of his reservations about CCP's plan to introduce democratic representation at November's Fanfest, suggesting the effort spent developing the democratic process could be unnecessary, his assumption being that MMO game players would rather get on with playing the game: "Perhaps players don't actually want law, they'd much rather trust the people who develop the virtual world than the people who run all the rant sites that are going to get all the votes when any election comes up – the people who want to push their own points of view as to how a game should be balanced – they don't want any of that. Most people would much rather live under a benevolent dictatorship."

It's a fair point, but on balance, not one to dissuade CCP. The CSM will be there to build trust in a process, not erode it. It has stood CCP in good stead that its belief in itself will get it through, and the deliberative process is further evidence that CCP intends to follow the process through to its logical conclusion, be that the failure that met the demise of the first CSM, or perhaps even greater devolution. There is a palpable feeling that the process will be an organic and constantly evolving one, rooted in EVE's gameplay, but not wholly reliant on it. At the end of the day, regardless of whether CCP is riding on a wing and a prayer, the CSM is not going to break EVE. At the very worst, it will offer a new means of communication and add a new channel for debate. At best, it will offer more compelling evidence that CCP is creating something unique. Then, perhaps, we can start looking forward to EVE pizzas. ☐

DESPITE BEING CAREFUL NOT TO GO TOO FAR IN THESE INITIAL STAGES, CCP CAN SEE A TIME WHEN POLITICAL PARTIES, LOBBY GROUPS AND EVEN TRADE UNIONS WILL BE VYING FOR POWER

HEDONISTIC IMPERATIVE [RELAX]

FORMED:
AREA OF OPERATION:

MAIN ACTIVITIES:
PRINCIPLE DIRECTORS:

MOTTO:
URL:

January 14th, 109
Almost everywhere, with concentrations in Derelik, Curse, Great Wildlands, Molden Heath
Booster Production, Promotion and Logistics
Masu'di (Chief Exec), DamienUPB, Yokan Daifuku (Diplomatic Contacts)
"No Cameras Please"
relax.novitraq.com

Hedonistic Imperative

MEMBER CORPS



Es and Whizz [WHIZZ]



OVER-DOSE [DOSE]



Haven Industries [HVID]



Utopian Research I.E.L. [URIEL]



The Flaming Sideburn's [ARRGH]



Capital Investments Limited [ALCAP]



Bene Gesserit ChapterHouse [B.G.]



Frustrated Incorporated [MRSY]



Globaltech Industries [GBTEC]



FDF Industries [FDFI]



SOME ALLIANCES ARE TERRITORIAL, SOME ARE MERCENARY (MOST ARE BOTH), YET FEW PROCLAIM TO COMMAND THE CHEMICAL ENTERTAINMENT INDUSTRY

WITH QUITE AS MUCH VIGOUR AS RELAX. ITS EXECUTOR CORP CEO AND LEADER, MASU'DI, EXPLAINS WHY

How did your alliance come into being and where did your founder corps come from?

Es and Whizz originally founded the alliance as an aid to diplomacy with other alliances, but also as a matter of prestige and raising our profile. Before this we had been running narcotics across all the corners of the frontier to customers who needed them for acquiring pirate implants. We were also involved in assisting a group of corporations and alliances in the Great Wildlands in mutual desire to keep that area of space clear of organisations that try and dominate and control affairs there. This group traces its history back to the very early days of the Frontier opening, when the Great Wildlands fell under the control of the original Curse Alliance and was duly resisted by some of the residents there.

Es and Whizz had had a number of invites to join some of the alliances we knew and worked with, but we felt that none of them shared our interests and dedication to narcotics and boosters to the same extent that we did. In some ways, forming an alliance put a ring on our wedding finger, so we could turn down these kind of propositions.

The alliance only became an alliance in the true sense when some of our member's friendships towards corporations inhabiting the Mamouna constellation in Derelik eventually led them to sign up. Although we have never openly recruited, we are interested in corporations that either already have experience in booster production, or who have strong combat operations, and who want to expand their goals and opportunities away from the usual territorial motives.

What makes yours different to other alliances in New Eden?

Hedonistic Imperative is an alliance of corporations that either produce, sell and distribute combat boosters, or are working towards that goal. This makes us a unique entity in New Eden, as there are few organisations as large and as openly dedicated to this business as we are.

What is your own personal role within the alliance and how does your alliance operate internally (divisions, etc)?

My main role as CEO of the executor corporation is to provide leadership and direction, keeping things focused on our booster empire. Amongst a long list of roles, some of these include diplomacy and intelligence gathering, training and assisting new dealers within the alliance, and troubleshooting and 'janitor' work, when there are some messes to clean up. I also tend to handle any of the larger booster deals that are being arranged for a whole alliance or corporation, rather than for just private use.

I lead the alliance by consensus and try to strike a balance between individual freedom but at the same time ensure that Hedonistic Imperative stays true to the cause. Ultimately I have the final say on matters, but this is kept in check by the members of the alliance, as people will always vote with their feet if they do not like the way things are being done.

In what economic sphere does your alliance operate?

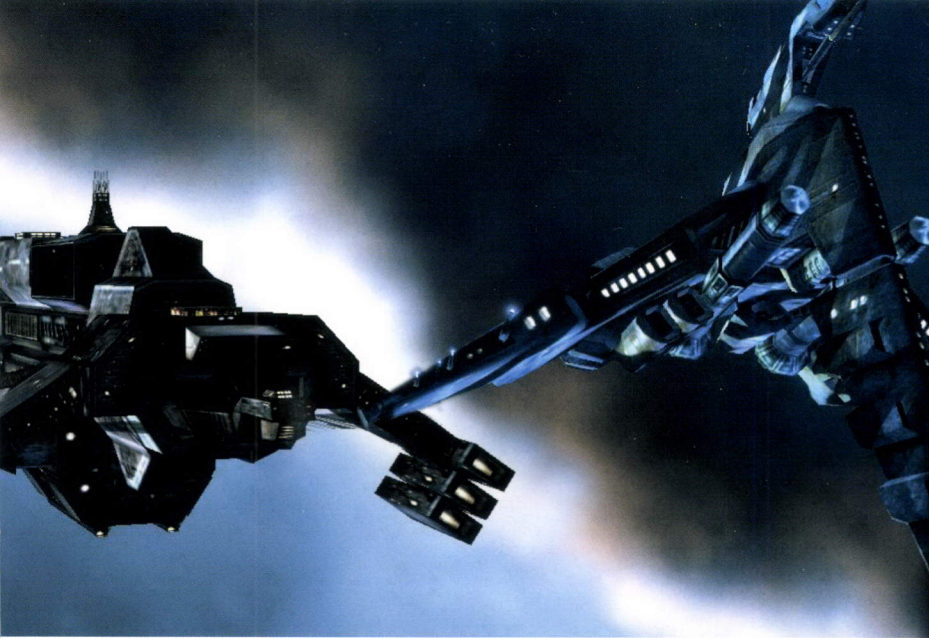
Booster production is our main economic activity. Some members lean towards the production side, and some towards the dealing. We have a system setup where the dealers buy the boosters internally off the alliance, and then resell to customers. The internal price pays the producers for their work, and the dealer gets his cut by charging transportation or handling fees. There is always room for improvement, but overall I feel we do very well, and are at the forefront of this business.

How would you say you are rated against your main competitors?

There are few entities in the booster business on the same scale. Until their recent withdrawal, the only other alliance officially involved in this field was Corelum Syndicate. The founding corps of both alliances warred in their early history, when Coreli Corp, frustrated with the ineptitude of Gallente Customs in their ability

ALLIANCE ASSETS

ALLIANCE COMMANDERS:	300 Approx
ACTIVE FLEET STRENGTH:	Classified
FLEET RESERVES:	Unknown
ECONOMIC ASSETS:	Classified and definitely untaxable
POS ACTIVITY:	Varies



PRINCIPAL CONFLICTS

With no territory to defend, RELAX would rather protect what is in cargo holds than fight for honour or glory:

"We have had a number of minor military operations in the Mamouna constellation with some organisations causing trouble in our territory there. In all cases they were either driven off, with starbases dismantled by either us or them, or the situation resolved diplomatically.

On the whole our combat operations are usually small skirmishes and gang warfare, rather than large fleets. The odd act of industrial sabotage using covert ops and stealth bombers, sometimes with co-ordination of an 'inside' agent, is something else we enjoy.

to stop illegal trafficking of narcotics into their space, took matters into their own hands. At the time I accused them of using it as a cover for their own narcotics and boosters ambitions, which they did later go on to pursue. Whether this was true or just co-incidence, only their CEO knows. Since then, for the most part, relations between our respective alliances have been amiable and co-operative when needed.

What are your political affiliations with the frontier alliances?

The alliance operates nearly exclusively on the fringes of Empire and in the frontier. Many of our members have connections with the Thukker Tribe and Angel Cartel, leading us to have interests in both The Great Wildlands and Curse. In the Great Wildlands we have given our support towards F0undati0n in its resistance to occupation of the area by Veritas Immortalus, and via this shared hostility, amicable ties towards Red Alliance and Goonswarm.

The way we conduct our diplomacy ties in with how we sell our drugs. An alliance that provides us access to docking facilities or space, we will sell at 30 per cent discount. At the dealer's discretion, alliances and corporations marked as competitors may find themselves paying a few extra 'handling fees' on the bills that a neutral would not. Those that make our black-list and are marked as an enemy do not get to do business with us. To be black-listed, usually an organisation has to either destroy one of our starbases, a non-combat capital ship, or give us a unilateral standings reset. An organisation can be removed from the black-list, in special circumstances. Usually this involves paying some amount of blood-money.

In what region(s) of space are you based and what is life like there?

Like the Thukker Tribe that we associate with, we are nomadic in our operations. Our pilots will fly to wherever our clients need their drugs. There are very few constellations in New Eden that have not been visited by our pilots at least once. The majority of our corps have strong presence in Derelik, chiefly The Flaming Sideburn's and Bene Gesserit ChapterHouse, where they fiercely defend the Mamouna constellation from outsiders. Es and Whizz from our pre-alliance times still has a presence

and interest in Molden Heath and the Great Wildlands, though are perhaps the most mobile and loose-footed of our member corps. Utopian Research I.E.L. work for their Angel Cartel and Serpents associates in Curse, a highly volatile and unpredictable region in New Eden, though one that has been known to breed excellent pilots.

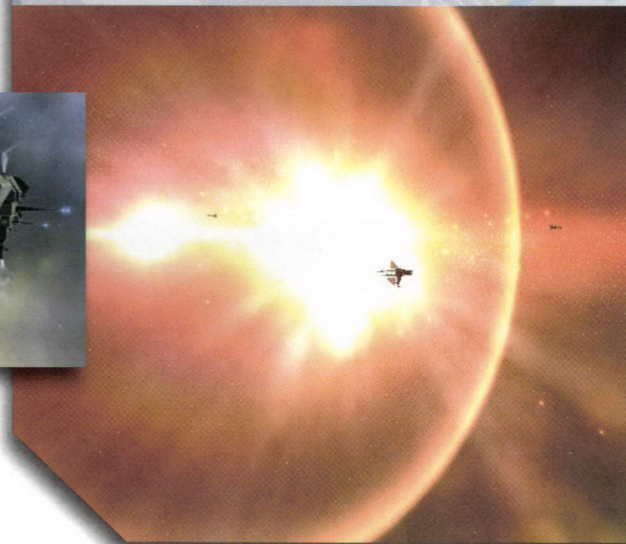
For nearly a year we have maintained a base of operations in the 760-9C constellation of Wicked Creek, which came to fall under the umbrella of Tau Ceti Federation. This base was used to perfect our gas cloud harvesting and combat booster production techniques when the technology was first released. The area has been very quiet for us and has been a successful area to train our pilots up. However, we recently have moved on from there, casting our eyes over New Eden in search of more profitable constellations, and leading us to be more involved in the frontier areas of the Great War.

How would you rate your collective combat abilities?

We are not a military organisation, but we do regularly participate in combat, either in assistance to our friends and allies, or towards anyone that has crossed us. We leave those alone that leave us alone, but we do not hold back punches if we feel we have been wronged.


Upon which members and member corps would you say your alliance most depends, and why?

There are so many members that play, or have played, an important role of some kind in the alliance past and present, whether being excellent drug dealers, looking after starbases, networking, leading combat operations or providing logistics and industrial support that it would not be possible to give specific names without producing a rather long list. Were I to do so, I fear I would also be in danger of missing someone out unjustly.

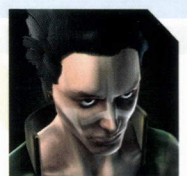


What are your long-term goals for the alliance?

Our long-term goal is quite simply to carry on expanding our booster production and client base. To accomplish this we work towards increasing our access of some kind or other to the various constellations that are needed to produce them, either through diplomatic channels or just going in as and when we please.

To ensure an alliance has that survivability, the key is to create institutions and common practices within, that set a precedence for people to follow. A well-run and survivable alliance in my opinion is one which has a strong enough internal culture that it can successfully keep on functioning with relatively light leadership from the top. Alliances that develop personality cults around their leaders are often unstable in the long run as its success rises and falls with its leaders' participation. 

Below: DamienUPB and Yokan Daifuku, two of the three principal brains behind Hedonistic's drugs operation



PVP CRUISERS

WITH THE OFTEN OVERWHELMING DEMAND FOR ABSOLUTE VICTORY, IT'S EASY TO LOSE SIGHT OF AN ASPECT OF GAMEPLAY THAT IS MUCH MORE SIGNIFICANT — THAT EVE IS ALL ABOUT HAVING FUN. TO THAT END FEW THINGS ARE BETTER THAN HEADING OUT WITH FRIENDS IN A GANG OF TECH I CRUISERS, CHARGING IN AGAINST SUPERIOR ODDS AND FIREPOWER, AND MAYBE, JUST MAYBE, PULLING OFF A SURPRISING VICTORY



TEXT: SIVONA

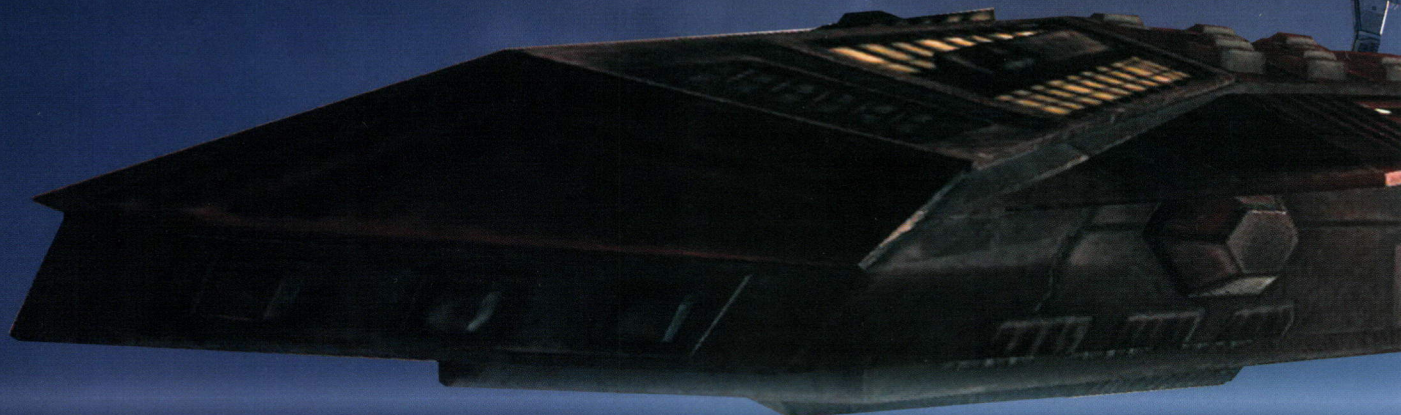
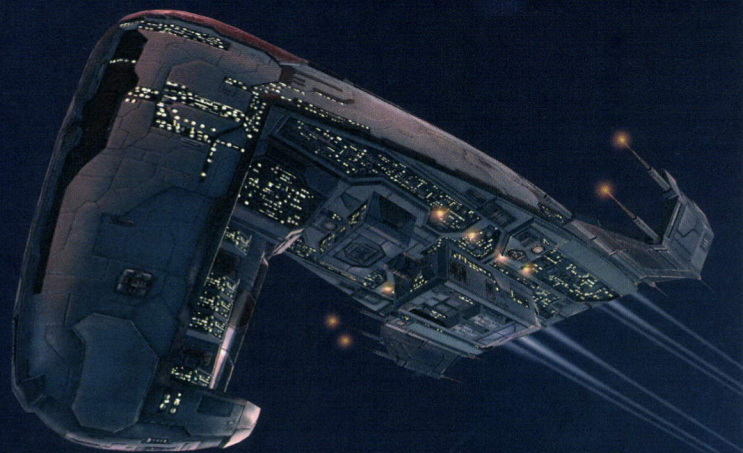
LOOKING FOR NEW APPROACHES WITHIN THE GAME, SIVONA HAS SINCE BEEN GETTING BACK TO BASICS, RELIVING THOSE HEADY DAYS WHEN TECH II WAS BUT A GLINT IN THE DEVS' EYES

ARTWORK BY JOHN AUGAR

➡ The key to victory in EVE has always been to help instill the conviction among the opposition that they will not lose the battle before them, all whilst holding your best cards up your sleeves to eventually swing the tide in your favour. Conventional fleets tend to become difficult to manage in this regard and maintaining the balance of mobility and concealment can be an extremely difficult task. With Tech I Cruisers, the management issue is... well, a non-issue, and by the very nature of your ships, your opponents will likely underestimate you. This can result in some damn good scraps.

The underestimation of the Tech I Cruiser stems from the common view of this class being little more than an unfortunate step between the Frigate and Battlecruiser classes; a vessel for new players, or fund-deprived veterans. Although the Tier 2 Battlecruisers outperform their smaller cousins in almost every field of combat with their greater firepower, tanking capabilities, overall HP count, and comparable agility and tracking, a well-setup Cruiser can remain a very deadly adversary — especially against foes convinced of their own ship's superiority in battle.

Although the selection of Cruisers is quite large, I've selected the eight primary combat versions. While a Scythe can be a deadly ship in some circumstances, it is not quite relevant in solo and gang warfare, so is taking the backseat for this Testflight. With the vast skill point differences between age groups, it is simply not reasonable to provide a 'one size fits all' setup ➡





for each ship. However, most seasoned pilots should be able to put these setups to good use. Pilots restricted to Tech I should still be able to yield a solid setup with the Tech I counterparts to the presented fittings. I've also left them all unriggered simply to keep the cost down to a sensible level – they are meant to be disposable after all!

The Cruisers' weaknesses and strengths as a class are generally quite consistent so an initial look at these should give an indication as to what is trying to be achieved in making your Cruiser a killing machine.

The first step is to lessen their liabilities: a Cruiser, even with maxed skills, will only have around five thousand raw hit points depending on which particular variant you go for. This simply is not adequate under heavy fire. The best way to survive a battle, and provide the endurance needed to reduce your foe to smoldering scrap, is to improve your tank.

There are two approaches to take when tanking a ship: active and passive. Invariably, the better way forward is often the passive tank, simply due to the low resistances and relatively poor cap performance of the TI Cruiser. When active tanked, what little armour and shielding the ship starts with can be torn away with ease. Even if the damage could be mitigated by armour repairers or shield boosters, the cap weakness would soon result in the failure of your tank. The optimal solution in most cases is the passive approach – in simply strapping on as large a plate or shield extender as can be managed, and using the substantially increased HP buffer to dispatch any enemy without reliance upon the performance of your ship's capacitor.

The other weakness is the relatively low damage output of the Cruiser. This can be dealt with through a pair of damage mods, providing you with the DPS you need to shred your opponent's tank before he removes your own.

Despite the weaknesses, when compensated for, the Cruiser maintains some visible advantages relative to other ship classes. Of particular note are the electronic warfare bonuses. When these are correctly applied, EW Cruisers will utterly disable other ships. Also, thanks to the relatively large drone bays of the frontline combat Cruisers, considerable damage can be wrought.



CALDARI

CARACAL

➡ The Caracal is one of the most common entry-level Cruisers in the whole of New Eden, with high performance accessible from a relatively small bank of required skill points. While it doesn't have the frontline brawling capability of some other Cruisers, or the fittings to give it exceptional endurance, it can fulfill critical roles within gang operations, thanks to its five mid slots and some remote sensor dampeners. While the sensor damps have received a nerf (much needed, if you ask me), when properly utilized they still have the desired effect, especially in conjunction with ECMs and ECM drones. The objective here is not to completely prevent lock so much as to reduce the time your foe can maintain a target lock on your ship, to the extent that targets cannot be reacquired before the next cycle of ECM locks them down once more. Thanks to the range of heavy missiles, the Caracal is capable of surviving without a MWD, freeing up mid-slots for alternative uses.

The solo role of the Caracal is somewhat limited, as it simply can't produce the damage or tank needed to kill larger ships. However, it can be setup to make a very effective anti-Frigate ship utilizing assault launchers with precision missiles (or to a lesser degree, standards) and is capable of embarrassing any overconfident Frigate group.

➡ **THE CARACAL CAN MAKE A VERY EFFECTIVE ANTI-FRIGATE SHIP UTILISING ASSAULT LAUNCHERS AND PRECISION MISSILES**

SUGGESTED SETUP

GANG SETUP

5 x Heavy Missile Launcher II
1 x Large Shield Extender II
4 x Indirect Scanning Dampening Unit I (with lock time scripts)
1 x Ballistic Control Unit II
1 x Pseudoelectron Containment Field I DCU
2 x Hornet EC-300

SOLO SETUP

5 x Assault Missile Launcher II
1 x Stasis Webifier II
1 x J5 Prototype Warp Inhibitor I
2 x Large Shield Extender II
2 x Ballistic Control System II
2 x Hornet EC-300



RUPTURE

SUGGESTED SETUP

GANG SETUP

4 x Dual 180mm Autocannon II
2 x Rocket Launcher II
1 x 10MN MicroWarpdrive II
1 x Stasis Webifier II
1 x Warp Disruptor II
2 x Gyrostabilizer II
1 x 1600mm Reinforced Rolled Tungsten Plates I
1 x Damage Control II
1 x Energized Adaptive Nano Membrane II
4 x Hornet EC-300
1 x Vespa EC-600

SOLO SETUP

3 x 220mm Vulcan AutoCannon II
1 x Dual 180mm AutoCannon II
2 x Rocket Launcher II
1 x 10MN MicroWarpdrive II
1 x Stasis Webifier II
1 x Warp Disruptor II
2 x Gyrostabilizer II
1 x 1600mm Reinforced Rolled Tungsten Plates I
1 x Damage Control II
1 x Energized Adaptive Nano Membrane II
4 x Hornet EC-300
1 x Vespa EC-600

Within its natural role in a gang as a close-range heavy hitter, the Rupture will, of course, be exposed to a considerable amount of firepower. Thus it needs to produce a lot in kind, whilst maintaining a strong tank and respectable manoeuvrability. Fortunately, the Rupture does all of these quite well.

To lay the required punches, a pair of damage mods should be used, with the remaining low slots filled with tanking mods. A plate will provide the HP buffer, with damage control to increase effective HP even further. A small armour repairer or an energized adaptive nano membrane will provide the rest of your tank. The EANM outperforms the small rep for endurance; however, it is also less flexible, leaving you without means to repair damage between fights, and to a lesser degree, during fights, without support from gang mates. The mid slots are relatively simple; a MicroWarpdrive to bring your ship and its firepower to the field, and tackling gear to hold the target in position while you dispatch him.

The high slots are a bit more tricky. While the Rupture can easily fit the 220mm Autocannons, the dual 180mm Autocannons can outperform them. As both have the same effective range with their long falloff ranges, the 220s only produce around five extra DPS per weapon – even with two damage mods. When compared with the dual 180s superior tracking capabilities, the Rupture will be able to target and fire upon Frigates

WHILE THE RUPTURE CAN EASILY FIT THE 220MM AUTOCANNONS, THE DUAL 180MM VERSIONS CAN EFFORTLESSLY OUTPERFORM THEM

without utilizing a web. Within large gang combat situations requiring a lot of fast movement between primary targets, your weapon's tracking capabilities make all the difference between hitting and missing your foes before your orbit stabilizes.

The two remaining high slots are not absolutely critical and I find are best simply loaded with Rocket Launcher IIs to dish out even more damage at close range. Other highs will not make a significant impact before the primary target dies.

The choice of drones is important, as there are two valid options; either more damage, or ECM drones. While the other electronic warfare drones stack against each other, making them ineffective, the ECM drones produce a good strength target disruption, effectively 5.5 on a Rupture.

This will both disrupt target locks and circle tanks with great and pleasing effect.

The solo Rupture is very similar to the gang variant, following the same principles of large plates, plenty of damage mods and tackling in the mids and lows for optimal efficiency. However the guns should be upgraded to 220mm Autocannon IIs, as there's less need to be moving around so rapidly in a solo fight, and thus less need for good tracking. Optionally, you might want to swap the rocket launchers for energy neutralizers to help break the tanks of your foes, which will be slower without a gang; generally I prefer the extra damage. G



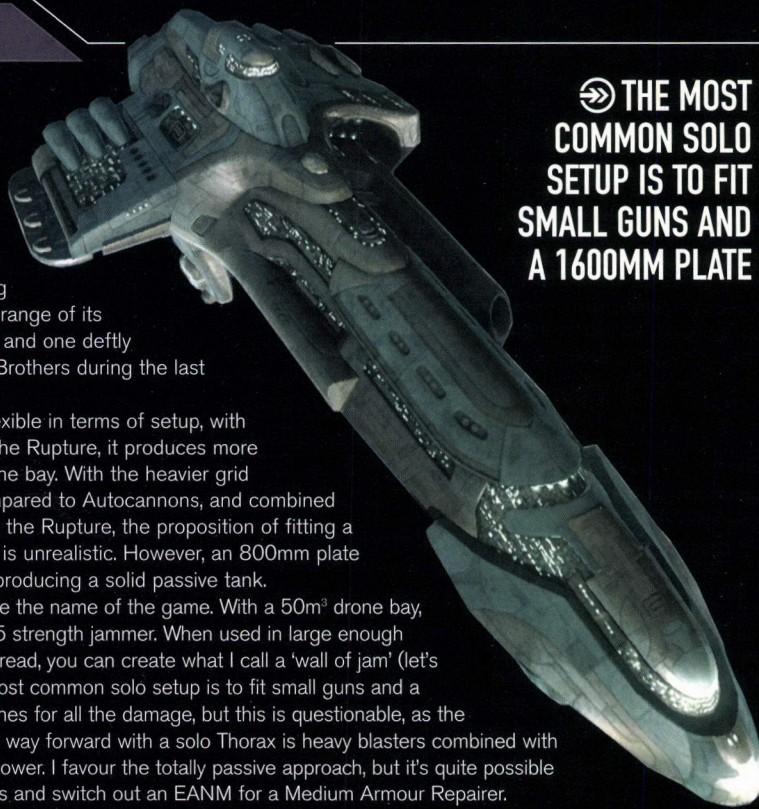
GALLENTE

THORAX

➡ The Thorax is the frontline Cruiser for the Gallente, with all the seamless lines and curves entailed by its race. Indeed, its role is very similar to that of the Rupture: get in close and melt anything foolish enough to stay within range of its weapons – a role it excels in, and one deftly exemplified against Band of Brothers during the last Alliance Tournament.

While the Thorax is less flexible in terms of setup, with shorter combat ranges than the Rupture, it produces more damage and has a larger drone bay. With the heavier grid requirements of Blasters compared to Autocannons, and combined with the less overall grid than the Rupture, the proposition of fitting a 1600mm plate to the Thorax is unrealistic. However, an 800mm plate can be fitted to good effect, producing a solid passive tank.

Once again ECM drones are the name of the game. With a 50m³ drone bay, each Thorax can produce a 7.5 strength jammer. When used in large enough numbers and with a proper spread, you can create what I call a 'wall of jam' (let's see if that catches on). The most common solo setup is to fit small guns and a 1600mm plate, relying on drones for all the damage, but this is questionable, as the Vexor can do a better job. The way forward with a solo Thorax is heavy blasters combined with ECM to reduce incoming firepower. I favour the totally passive approach, but it's quite possible to use Heavy Electron Blasters and switch out an EANM for a Medium Armour Repairer.



➡ **THE MOST COMMON SOLO SETUP IS TO FIT SMALL GUNS AND A 1600MM PLATE**

SUGGESTED SETUP

GANG SETUP

- 3 x Heavy Ion Blaster II
- 2 x Heavy Electron Blaster II
- 1 x 10MN MicroWarpdrive II
- 1 x Stasis Webifier II
- 1 x Warp Disruptor II
- 1 x 800mm Reinforced Rolled Tungsten Plates I
- 1 x Energized Adaptive Nano Membrane
- 1 x Damage Control II
- 2 x Magnetic Field Stabilizer I
- 5 x Vespa EC-600

SOLO SETUP

- 3 x Heavy Ion Blaster II
- 2 x Heavy Electron Blaster II
- 1 x 10MN MicroWarpdrive II
- 1 x Stasis Webifier II
- 1 x Warp Disruptor II
- 1 x 800mm Reinforced Rolled Tungsten Plate I
- 1 x Energized Adaptive Nano Membrane
- 1 x Damage Control II
- 2 x Magnetic Field Stabilizer I
- 5 x Vespa EC-600



MINMATAR

STABBER

➡ The Stabber is a hit-and-run specialist. While ideal for solo work, it still has a role within larger gangs, generally as a heavy scout and tackler. The Stabber is all about speed and its bonuses reflect that. So the best setups are ones that take advantage of that speed. Instantly that rules out fitting armour plates and their tendency to turn agile ships into space slugs. However, with just 6,500 base HP, durability is a very real issue that needs to be overcome without slowing the ship. A large shield extender is the natural solution, allowing a reasonable buffer. It does affect the ship's tackling ability and dictates that the weapons be capable of tracking targets without the use of a Stasis Webifier.

The primary tactic with the Stabber is to orbit outside of web range, using its speed to avoid fire whilst showering lesser tracking-capable ships with Barrage and missiles. So, to get the ship's speed as high as possible, I use two overdrives and one nanofiber. As the Stabber is working without a webifier, its guns need to work against un-webbed targets, including Interceptors who, unless forced away, can instigate a painful death. Thus it is best to go with four dual 180mm Autocannons. With their solid tracking and the Stabber's other missile slots, small targets can be easily dispatched.



SUGGESTED SETUP

GENERAL SETUP

- 4 x Dual 180mm AutoCannon II
- 2 x Heavy Missile Launcher II
- 1 x 10MN MicroWarpdrive II
- 1 x Warp Disruptor II
- 1 x Large Shield Extender II
- 1 x Nanofiber Internal Structure II
- 2 x Overdrive Injector System II
- 1 x Hornet EC-300

ONE SHIP TO RULE THEM ALL

A fleet of Tech I Cruisers can be fairly formidable, but to make it truly devastating you should consider that a Fleet Command ship with three gang mods is a truly worthwhile investment. For this the Damnation excels, providing a safe platform to observe and command the fight. While a racial bonus is provided, the bonus is weak enough to go unused. If the pilot mixes up gang mods to fit the ships under his wing it can dramatically increase the effectiveness of a Tech I Cruiser group. It is also a good idea to deploy a logistics ship. Maligned and consequently inexpensive, when properly managed, these ships can do wonders in keeping the whole gang in one piece.



ARBITRATOR



The Arbitrator is a ship which can either fail miserably or pull off spectacular victories, depending as much on the skill of the pilot as the setup. Combine a good setup with a good pilot, and it's a force to be reckoned with. At one time, the best use of the Arbitrator was to squeeze on several small Nosferatus, tackling, and electronic warfare mods, so that with a solid tank (that the ship naturally has), drones would take care of the rest. The most recent changes to Nos has made it far less useful as a tank sustainer. This leaves the options for filling the high slots rather interesting, as the Arbitrator receives no bonuses to missiles or guns which means it's flexible and yet still has the capacity for heavy damage dealing.

While the Vexor outperforms the Arbitrator as a damage boat, the Arbitrator has a powerful electronic warfare bonus, giving it a significant advantage in one-on-one combat, and a bigger role within gang operations. While the bonus to

tracking disruptors seems relatively weak at just 5 per cent per level, it combines with the electronic warfare support skills to reduce your target's tracking by almost 70 per cent per turret with maximized skill training. Combined with the relatively small signature radius of the Cruisers, larger ships will have a difficult time hitting you or your gang mates.

The solo setups for the Arbitrator can be based upon speed to fulfill a similar role to that of the Stabber – using Overdrives and Nanofibers in the lows to provide high speed for dictation of range, Tracking Disruptors to render enemy guns incapable of tracking, and damage through drones and dual 180mm Autocannons. Alternatively, through solid close-range setups, you can grind down your target. These more traditional setups absorb the punishment that reaches your ship, as your foe's capacitor and HP are gradually worn away.

To successfully outlast your enemy, you need a powerful buffer, which can be achieved with a large plate and a Medium Armour Repairer, two Energized Adaptive Nano Membranes to provide critical resistance to damage, and Tracking Disruptors to stop more enemy fire from reaching you, producing a strong tank. To allow the ship to remain cap stable while running the armour repairer, a Medium Cap Booster is needed. With four Small Energy Neutralizers feeding off your excess capacitor, your foe's tank is guaranteed to wear down quickly.

The gang setup should place less emphasis on tackling and tanking, and more on damage output and disabling your foe's ability to effectively fight back, allowing gang members to deal with the issue of tackling.

The drone selection I prefer is five medium and five light damage drones. Although more damage can be achieved using two heavies, two mediums and one light, it leaves little redundancy if drones are lost.



**THE ARBITRATOR
HAS A POWERFUL
ELECTRONIC
WARFARE BONUS**

SUGGESTED SETUP

GANG SETUP

- 2 x 200mm Autocannon II
- 1 x Drone Link Augmentor I
- 1 x Standard Missile Launcher II
- 1 x 10MN MicroWarpdrive
- 3 x Tracking Disruptor II
- 1 x 1600mm Reinforced Rolled Tungsten Plates I
- 2 x Energized Adaptive Nano Membrane II
- 1 x Damage Control II
- 5 x Hammerhead II
- 5 x Warrior II

SOLO SETUP

- 4 x Small Unstable Power Fluctuator I
- 1 x Y-T8 Overcharged Hydrocarbon I MicroWarpdrive
- 1 x Warp Disruptor II
- 1 x Tracking Disruptor II
- 1 x Medium Electrochemical Capacitor Booster I
- 1 x 800mm Reinforced Rolled Tungsten Plates I
- 2 x Energized Adaptive Nano Membrane II
- 1 x Medium Armour Repairer II
- 5 x Hammerhead II
- 5 x Warrior II



GALLENTE

VEXOR

☞ The Vexor is a simple and straightforward drone boat, without electronic warfare bonuses and only three mid slots, versus the four of the Arbitrator. The Vexor compensates with a powerful drone damage bonus and is a solid gun platform for high damage output. In fact, if shield tanked with a large shield extender, a Vexor loaded with Magnetic Field Stabilizers and medium blasters will out-damage any other Tech I Cruiser. However, this is a bit of a kill-or-be-killed setup and not really in line with the general concept of modern gang operations where reliance is on big, passive plates and drones to do the majority of the damage, supported with additional DPS from a number of small Light Neutron blasters.

The Vexor can shine brightly when soloing, with its high damage output and strong tanking capabilities. The solo role should emphasize passive tanks less and be more about active tanking, thereby freeing up powergrid for a Medium Armour Repairer and Nosferatu; a powerful upgrade for the ship.

SUGGESTED SETUP

GANG SETUP

4 x Light Neutron Blaster II
1 x Drone Link Augmenter I
1 x 10MN MicroWarpdrive II
1 x J5 Prototype Warp Inhibitor
1 x X5 Prototype I Engine
Enervator
1 x 1600mm Reinforced
Rolled Tungsten Plates I
2 x Energized Adaptive Nano
Membrane II
1 x Pseudoelectron
Containment Field I
5 x Hammerhead II
5 x Warrior II

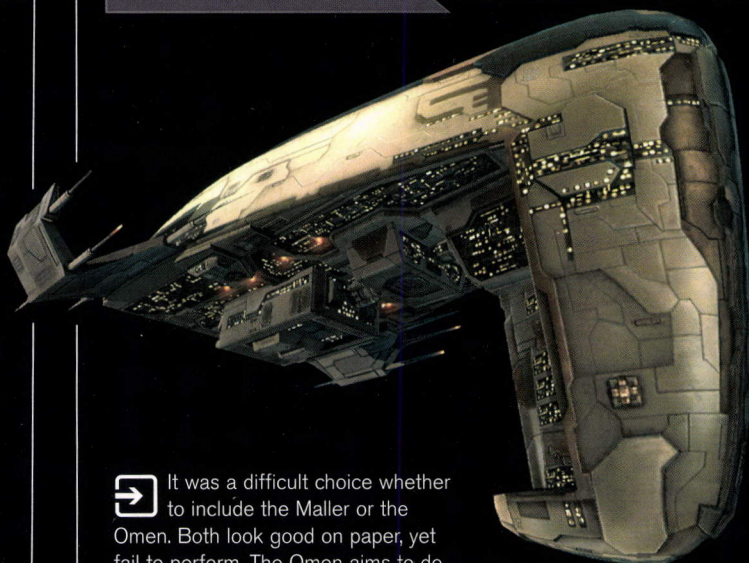
SOLO SETUP

4 x Light Neutron Blaster II
1 x Medium Diminishing
Power System Drain I
1 x 10MN MicroWarpdrive
1 x Warp Disruptor II
1 x Stasis Webifier II
1 x 800mm Reinforced
Rolled Tungsten plate I
1 x Energized Adaptive Nano
membrane II
1 x Damage control II
1 x Medium Armour Repairer II
5 x Hammerhead II
5 x Warrior II



AMARR

MALLER



☞ It was a difficult choice whether to include the Maller or the Omen. Both look good on paper, yet fail to perform. The Omen aims to do heavy damage, but either ends up with good damage output and a paper thin tank, or well tanked with no damage worth speaking of.

The Maller's main strength is in its extremely powerful tanking ability, lending itself as an excellent ship from which to command a fleet, and a terrific bait ship to lure enemies into an engagement before springing your trap. Its disadvantage comes from a nonexistent damage bonus and drone bay. While even a small drone bay gives a significant increase in damage or electronic warfare capability, the Maller's lack of one is a significant blow.

In gangs, the Maller can take two routes, either setup as a very heavily tanked anti-Frigate ship, or a fairly heavily passive tanked gunboat (although this setup, admittedly, is quite expensive and produces significantly less damage than either the Rupture or the Thorax). The best use of the Maller when solo is as an anti-Frigate and Destroyer platform, with its strong tank allowing it to tear apart smaller ships, while holding off the incoming firepower from other hostile ships. However, against larger ships with stronger tanks, the Maller will always struggle.

SUGGESTED SETUP

GANG GUNBOAT

5 x Focused Medium Pulse Laser II
1 x Small Diminishing Power
System Drain I
1 x 10MN MicroWarpdrive II
1 x X5 Prototype I Engine
Enervator
1 x Faint Warp Prohibitor I
1 x 1600mm Reinforced Rolled
Tungsten Plates I
1 x 'Refuge' Adaptive Nano Plating I
1 x Pseudoelectron Containment
Field I
2 x Heat Sink II
1 x Reactor Control Unit II

ANTI-FRIGATE/COMMAND

5 x 280mm Howitzer Artillery II
1 x Medium Diminishing Power
System Drain I
1 x 10MN MicroWarpdrive
1 x X5 Prototype I Engine
Enervator
1 x J5 Prototype Warp Inhibitor
1 x 1600mm Reinforced Rolled
Tungsten Plate I
2 x Energized Adaptive Nano
Membrane II
1 x Medium Armour Repairer II
1 x Pseudoelectron Containment
Field I
1 x Armor Kinetic Hardener II





BLACKBIRD

➡ The Blackbird has been the first-choice PvP cruiser for a lot of people over the years. I still have many happy memories of running around Empire in a Cruise Missile-spewing 'Dampbird'. It has been one of the most changed ships in the game since then, and generally, those changes have been to its detriment, gradually wearing down its status as time has gone on.

Fortunately, this trend has been reversed by the latest changes, increasing its ECM strength from 10 per cent to 15 per cent per level. This might not sound significant, but when combined with gang modifications, the effect is big. Once again the Blackbird should be rising in phoenix-like fashion into the role of primary target, with powerful electronic warfare once again at its disposal. Sadly, the days of the solo Blackbird have come and gone. It simply does not have the firepower and drone bay to make an impact one-on-one. The best suggestion I can make is to go for ECMs, damage mods, the biggest guns you can fit and pray your jamming strength lets you hold out long enough to kill your target.

In a gang, the Blackbird excels. Capable of laying down a solid 'wall of jam' (is it sinking in yet?), the Blackbird will allow allies to tear into the opposition without retribution. The Blackbird is not a damage ship and should not be treated as such. Concentrate all your efforts into utilizing its electronic warfare capabilities to their fullest potential.

➡ **IN A GANG, THE BLACKBIRD IS CAPABLE OF LAYING DOWN A SOLID 'WALL OF JAM'**

SUGGESTED SETUP

GANG SETUP

- 3 x Assault Missile Launcher I
- 1 x Salvager I
- 1 x Sensor Booster II
- 1 x 'Hypnos' Multispectral ECM I
- 1 x 'Hypnos' Ion Field ECM I
- 1 x BZ-5 Neutralizing Spatial Destabilizer ECM
- 1 x 'Umbra' I White Noise ECM
- 1 x Enfeebling Phase Inversion ECM I
- 1 x 1600mm Reinforced Rolled Tungsten Plates I
- 1 x Signal Distortion Amplifier II

DRONE BAY WATCH

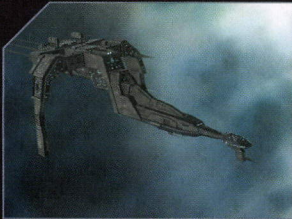
While larger drones will always do more damage than their smaller brethren in the numbers game, the damage-to-size ratio favors the light drones. Five light scout drones take up half the space of five medium scout drones, but produce around 66 per cent of the damage. This is especially true of ECM drones, with large drones taking 25m³ with a strength of two, compared to the light drone taking just 5m³ and having half that strength. The upshot of this is that having a smaller drone bay is not a huge disadvantage, especially in the case of ECM drones. However, a drone bay below 25m³ is a serious disadvantage. This is part of the reason why the Amarrian frontline cruisers struggle so much in combat.

Damage (per sec / per m ³)			ECM (pts strength / per m ³)		
Hobgoblin II	Hammerhead II	Ogre II	Hornet EC-300	Vespa EC-600	Wasp EC-900
20 / 4	32 / 3.2	63 / 2.52	1 / 0.2	1.5 / 0.15	2 / 0.08

SOLO SETUP

- 3 x 425mm AutoCannon II
- 1 x Heavy Assault Missile Launcher II
- 1 x J5 Prototype Warp Inhibitor
- 1 x X5 Prototype I Engine Enervator
- 1 x 'Hypnos' Ion Field ECM I
- 1 x BZ-5 Neutralizing Spatial Destabilizer ECM
- 1 x 'Umbra' I White Noise ECM
- 1 x Enfeebling Phase Inversion ECM I
- 1 x Signal Distortion Amplifier II
- 1 x Gyrostabilizer II

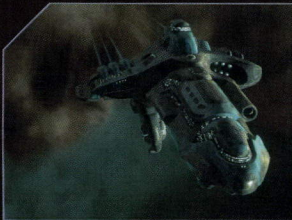




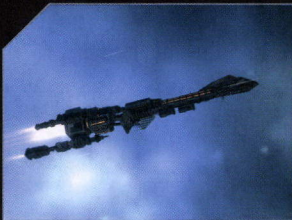
CALDARI CARACAL
Primary Role: Missile Cruiser
Variants: Cerberus (HAC), Caracal Navy Issue (Faction Missile Cruiser)



MINMATAR RUPTURE
Primary Role: Assault Carrier
Variants: Broadsword (Heavy Interdictor), Muninn (HAC)



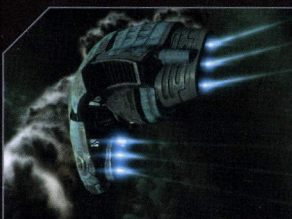
GALLENTE THORAX
Primary Role: Close Assault
Variants: Deimos (HAC), Phobos (Heavy Interdictor), Vigilant (Close Assault)



MINMATAR STABBER
Primary Role: Heavy Recon
Variants: Stabber Fleet Issue (Heavy Recon), Vagabond (HAC)



AMARR ARBITRATOR
Primary Role: Drone Carrier
Variants: Curse (Combat Recon), Pilgrim (Force Recon)



GALLENTE VEXOR
Primary Role: Drone Carrier
Variants: Ishtar (HAC), Guardian Vexor, Vexor Navy Issue (Drone Carriers)

MODULE / EQUIPMENT BAYS			BASE POWER VALUES				DAMAGE RESISTANCE SHIELD / ARMOUR				SKILL BONUS	TARGETING					
HIGH SLOTS (TURRET / MISSILE)	MED SLOTS	LOW SLOTS	DRONE BAY (m²) BW/sec	BASE SPEED	POWER GRID	CPU	CAPACITOR	BASE SHIELD / ARMOUR	EM resist %	EXPLOSIVE resist %	KINETIC resist %	THERMAL resist %	SPECIAL ABILITY <small>per level</small>	MAX TARGETING RANGE	SCAN RES	SENSOR STRENGTH	SIG RADIUS
5 (2/5)	5	2	10 / 10	187ms	530	350	1062	1563 / 1055	0 / 60	60 / 10	40 / 25	20 / 45	Kinetic Missile Damage (+5%) Missile Velocity (+10%)	57km	210mm	Grav. 15	145m
6 (4/3)	3	5	30 / 30	200ms	860	325	1250	1563 / 1641	0 / 70	60 / 10	40 / 25	20 / 35	Medium Projectile Turret Firing Speed (+5%) Medium Projectile Turret Damage (+5%)	45km	245mm	Ladar 12	130m
5 (5/0)	3	5	50 / 50	180ms	820	300	1375	1524 / 1641	0 / 60	60 / 10	40 / 35	20 / 35	Medium Hybrid Turret Damage (+5%) Micro Warprive Max Capacitor (-5%)	55km	225mm	Mag 15	140m
6 (4/2)	3	3	5 / 5	235ms	700	300	1062	1485 / 1250	0 / 70	60 / 10	40 / 25	20 / 35	Medium Projectile Turret Firing Speed (+5%) Max Velocity (+5%)	40km	265mm	Ladar 13	105m
4 (2/1)	4	4	150 / 50	170ms	575	300	1062	1016 / 1368	0 / 60	60 / 20	40 / 25	20 / 35	Tracking Disruptor Effectiveness (5%) Drone Hitpoints, Damage and Mining Yield (+10%)	50km	245mm	Radar 12	130m
5 (4/0)	3	4	100 / 75	170ms	675	270	1250	1173 / 1485	0 / 60	60 / 10	40 / 35	20 / 35	Medium Hybrid Turret Damage (+5%) Drone Hitpoints, Damage and Mining Yield (+10%)	52km	240mm	Mag 14	150m
6 (5/0)	3	6	-	175ms	900	280	1500	1368 / 1875	0 / 60	60 / 20	40 / 25	20 / 35	Medium Energy Turret Capacitor Use (+10%) Armour Resistance (+5%)	47km	235mm	Radar 14	130m
4 (3/3)	6	2	-	190ms	525	400	1062	1406 / 1055	0 / 60	60 / 10	40 / 25	20 / 45	ECM Target Jammer Strength (+15%) ECM Target Jammer Optimal Range (+20%)	75km	200mm	Grav 20	150m

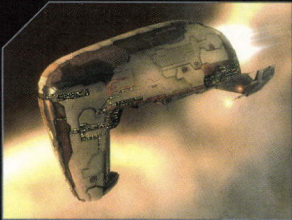
PVP CRUISERS

CONCLUSION

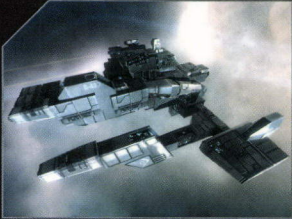
Is there such a thing as a best all-round Cruiser? In some circumstances, certain ships will clearly outperform the other. For raw firepower and tank, the Rupture is hard to beat, but the Arbitrator can pull off some surprising manoeuvres. The Vexor can grind down, or even melt, other targets with its sheer firepower, while the Stabber is un-matched for hit-and-run tactics.

While all of these ships (with the exception of the Blackbird) make extremely solid solo ships, well capable of pulling out a strong performance on the battlefield against most enemies, they are at their best when working together. With the heavy hitters rending the enemy ships apart at close range, the electronic warfare boats breaking the enemy locks and playing havoc with their weapon systems, the group as a whole can, and should, use their ECM drones to prevent the hostiles from even thinking about retaliating. When all the elements of these various ships combine together, those oh-so well-planned circle tanks and hundreds of millions of top-of-the-line Tech II fittings and vessels can look extremely foolish as they fall flat on their face in the presence of a fleet of well coordinated and armed Tech I Cruisers.

At the end of the day, there is no single 'best' Cruiser. Pick one, take it for a spin and fly it across the galaxy with some friends. Any experienced player can afford to lose a few Cruisers, thanks to their cheap and cheerful nature. On the other hand, if you're just starting off in the trade, or feeling the pinch after loosing that Marauder, there's just as much fun to be had in these old ships as there is in the latest, greatest and priciest of Tech II toys, especially now that EVE is looking sexier than ever.



AMARR MALLER
Primary Role: Assault Cruiser
Variants: Devoter (Heavy Interdictor), Sacrilege (HAC)



CALDARI BLACKBIRD
Primary Role: Electronic Warfare Cruiser
Variants: Falcon (Force Recon), Rook (Combat Recon)

ADVERTISE IN EON



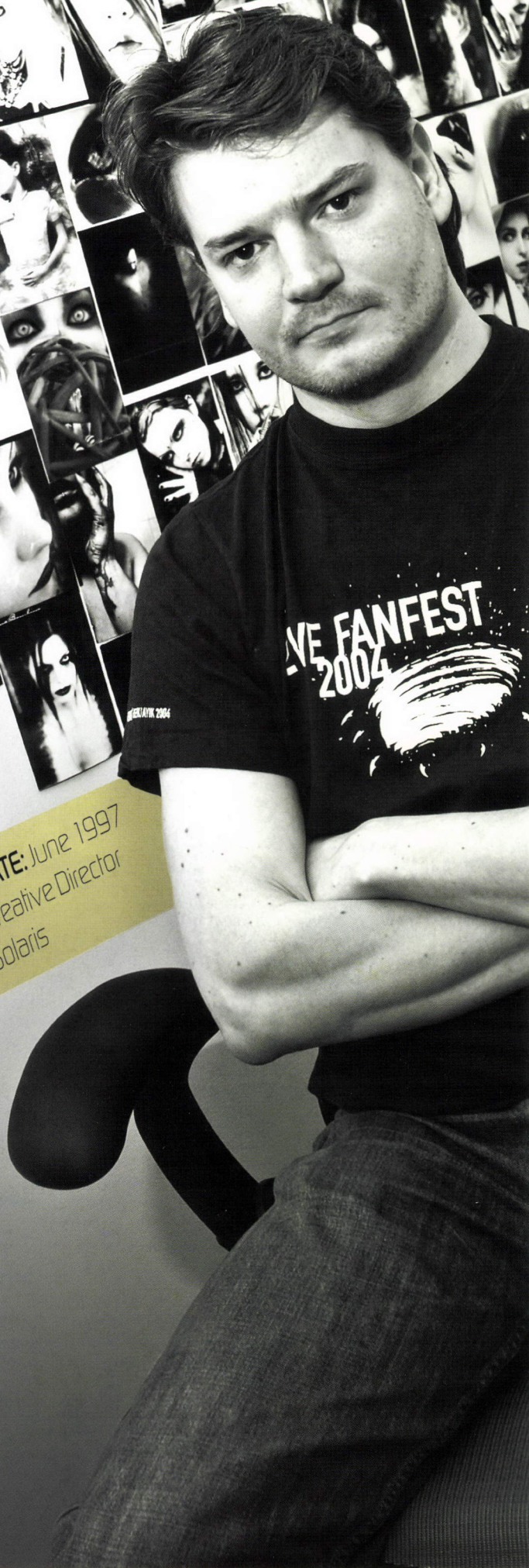
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REYNIR HARÐARSSON

CCP STARTDATE: June 1997
POSITION: Creative Director
AKA: CCP Solaris



QUIET, EVASIVE AND PENSIVE, REYNIR IS EVE'S CREATIVE SOUL, ITS GUIDING HAND AND ONE OF CCP'S ORIGINAL START-UP MEMBERS

Creative Director... is that a euphemism for turning up late and daydreaming?

Absolutely. It is the best job in the world.

And when daydreaming, what are you daydreaming about?

I am obsessed with human behaviour; complex patterns arising from simple rules and the way light interacts in the real world. It seems I have been obsessed with those things forever. There is actually quite a bit of the result of these daydreams implemented in EVE if you look closely.

You seem a very amiable fellow, yet you seem to be saddled with the nickname 'Herr Direktor' – are you as dictatorial as that suggests?

I may appear docile and harmless on the surface, but underneath that veil of deception lies a sadistic and manipulative dictator. I think that nickname may come from the fact that I usually get what I want. But give me beer and I can become very friendly. Dangerously friendly.

EVE pretty much began with an idea in your head – can you remember when the 'eureka'/Kevin-Costner-Field-of-Dreams moment was, and what you were doing?

Drinking whiskey with my friend and co-founder Thorolfur Beck. We were jumping up and down in drunken euphoria deciding to quit our jobs and found CCP. It was a moment of pure madness.

When you first sat down to plan EVE, what were your initial aims?

To create a living and breathing universe where the stories and adventures of players were real. A true virtual reality. There was always a very strong vision that the true magic of virtual worlds is only unleashed through human interaction. Be it in co-operation or conflict, the reward of playing with or against another human just cannot be replaced by the computer. And that is exactly what massively multi-player games are all about – people. The strength of the medium is that you can create something unattainable in any other form of entertainment. True emotions; love, hate, betrayal, trust, humiliation and glory. I have not experienced the adrenaline rushes and euphoria I get when playing EVE as strongly from any other game or entertainment medium.

How much of yourself is in EVE and how much of EVE is in you?

At times I felt that myself and EVE were becoming one and the same. When EVE was in pain, I felt pain. When the forums were happy, I was happy. When people talked badly about her, my heart was broken. It was a very strange and scary feeling. EVE feels like my own child and watching her grow and blossom over time is an incredible sensation. She is almost five now and I am incredibly proud of her.

How much do you play EVE these days?

I play EVE in sprints depending on workload. I have not played for a few months now but I am just starting again after the Trinity crunch. EVE always draws me back in. She is one of my all-time favourite games.

You have been working a lot on 'other projects'. How is EVE inspiring those projects... over time do you think a CCP game will be recognisable as a CCP Game. What will define a CCP game?

CCP games will always push the envelope on every front and will always be on the cutting edge in game design, graphics and technology. But more importantly, they will be true virtual realities where maximizing human interaction is the hallmark.

If there is a single moment in the whole process of making EVE that you treasure most, what is it?

Seeing the first spaceship flying was a moment I will never forget, but there were actually so many moments during creation that are magical. Every time I felt we had achieved something groundbreaking, had never been done before or was just plain awesome, the feeling is unmatched and it becomes addictive. You always strive to achieve that feeling of accomplishment again, and that is what drives you to always better yourself. Then of course, every small victory had to be celebrated with a pint of beer. Beer is also addictive, so this becomes a self-fulfilling prophecy and a recipe for disaster.

Would you do it all again?

As often as possible, thank you. There is nothing I would rather do.

Could you imagine ever not working at CCP?

This suggestion is heresy to my ears. Beware of the Spanish Inquisition.

AND WHEN YOU'RE NOT WORKING..?

List your favourite games.

EVE Online (obviously), *Civilization*, *Suacraft*, *Elite*, *Ultima Online* (before 2000), *Counter-Strike*, *Chess*, *Vampire: The Eternal Struggle*, *EVE*; *The Second Genesis*, *Magic: The Gathering*.

And your favourite movies?

Requiem for a Dream, *Fight Club*, *The Big Lebowski*, *Apocalypse Now*, *Scarface*, *Amelie*, *Delicatessen*, *Blade Runner*, *Pi*, 2001, *City of God*, *Taxi Driver*, *Reservoir Dogs*, *Dancer in the Dark*, *Fear and Loathing in Las Vegas*, *Barton Fink*, *Pulp Fiction*, *Kill Bill*, *Fargo*, *Trainspotting*, *Lilja4Ever*, *Breaking the Waves*, *The Good, the Bad and the Ugly*, *The Deer Hunter*, *Full Metal Jacket*, *Goodfellas*, *21 Grams*, *The Godfather*, *Lost Highway*, *Aliens* and *Starship Troopers*.

Which books have you enjoyed the most?

The Selfish Gene, *The Blind Watchmaker*, *Guns, Germs and Steel*.

How often do you dress as a vampire?

I am a vampire.

Be honest, underneath it all, you are really a Trekkie?

Isn't that some kind of a backpacker?

☐ Finally! Graduated, albeit not with honours, and I find myself among the ranks of numerous alumni, ready to make my mark on New Eden and reap the rewards of my work and studies. Putting theory into practice will be challenging, but after having been out on a short spin with Aura guiding me through the basics of actual space flight (sure, the simulators at the academy do a good job, but nothing beats the real thing), it's marvellous. It's an indescribable feeling, being at one with the ship like that. It won't last – the jaded miscreants in the helpfully-titled 'Help' channel have assured me of that, but right now, I'm happy.

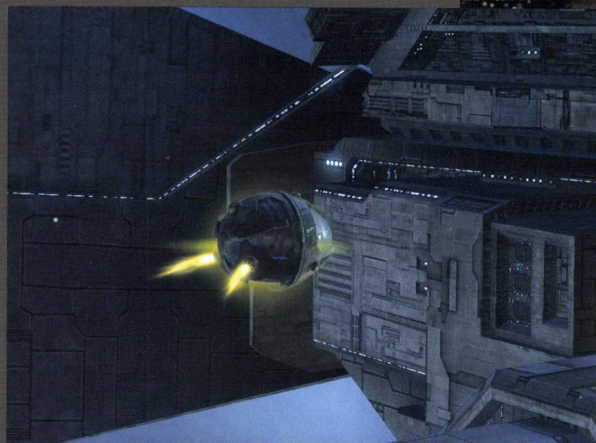
It doesn't take a genius to realise that the paths to success among EVE's stars are long and plentiful; I have yet to even decide which path to take. Make no mistake, the universe is vast and the opportunities numerous. At least that's the theory. The scope of my various choices right now however are rather slim, due to a general lack of resources all new graduates suffer from, not to mention a distinct lack of skillbooks to flick through, so I figured I'd try my hand at a little bit of mining. Even though my skills in that particular area are rudimentary at best, I have the necessary kit and it seems to me to be a rather low-risk venture. I mean, what could go wrong?

The plan was to fit my ship with some basic mining lasers, head out to the nearest asteroid belt, fill my cargo hold with ore and then head back to the station, sell it all and then watch the ISK roll in. With the money I could earn this way I should soon be able to buy a ship better suited for mining (and a nice shiny Retriever, perhaps), some decent mining lasers, and also invest in new skills, further honing my abilities in various areas.

THE JOY OF MINING

I soon found myself floating in space, the sound of my thrusters slowly ebbing as I surveyed the asteroid belt. Large rocks of Veldspar (the most common ore in the known universe, my computer informed me) loomed in front of me. Some 30km to my right was another ship, already attacking the ore with vigour. I noticed him as I warped in, but seeing as this is a system with a high security rating I wasn't afraid of him attacking me. My ship was insured, my clone up to date, and CONCORD was sure to retaliate should his laser beams begin scratching the surface of my shields.

Mining seemed to be a largely automated process. Every 60 seconds my cargo hold would receive a batch of ore, directed to it via the lasers. I knew that if I were to concentrate my constantly ongoing training efforts I would soon be able to properly adjust and configure my lasers so as to receive a bigger batch of ore per 60-second run. ☺



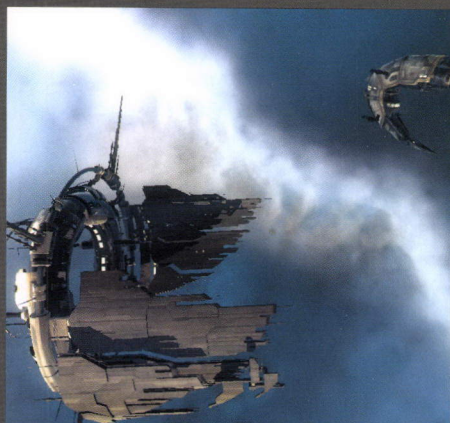
Just starting out in EVE? Then you can expect to see yourself flying one of these ovoid ships more often than not

SYSTEM OF A DOWN

Each system in EVE has a security rating, from 1.0, which is considered the safest, down to 0.0 (nullsec), where the NPC-controlled CONCORD ships are nowhere to be seen



The key to survival is to know the territories you're travelling in (or initially to stay in the safest regions of the safest systems)



The thing to remember about security status is that you are not 100 per cent safe in 1.0 systems, and whilst it is unlikely you'll face a head-on attack, if you are assaulted by a drunken alt wishing to take his frustrations out on a new player, don't expect CONCORD to turn up in time to save you. Your assailant will undoubtedly perish, but not necessarily before you do. Likewise, 0.0 systems can be fairly safe areas if you know who operates there, who they are at war with and what their policy is for neutrals like yourself. It's the 'chokepoint' 0.0 systems that are the ones to be wary of, and if you see a gang of ships hanging around a gate, you're probably already dead. In truth, 0.4 – 0.1 systems can be just as dangerous as 0.0. The best way to avoid destruction in areas you may be unfamiliar with is to use the in-game map, ask corp mates who may be in the area, or stay docked and read a book.

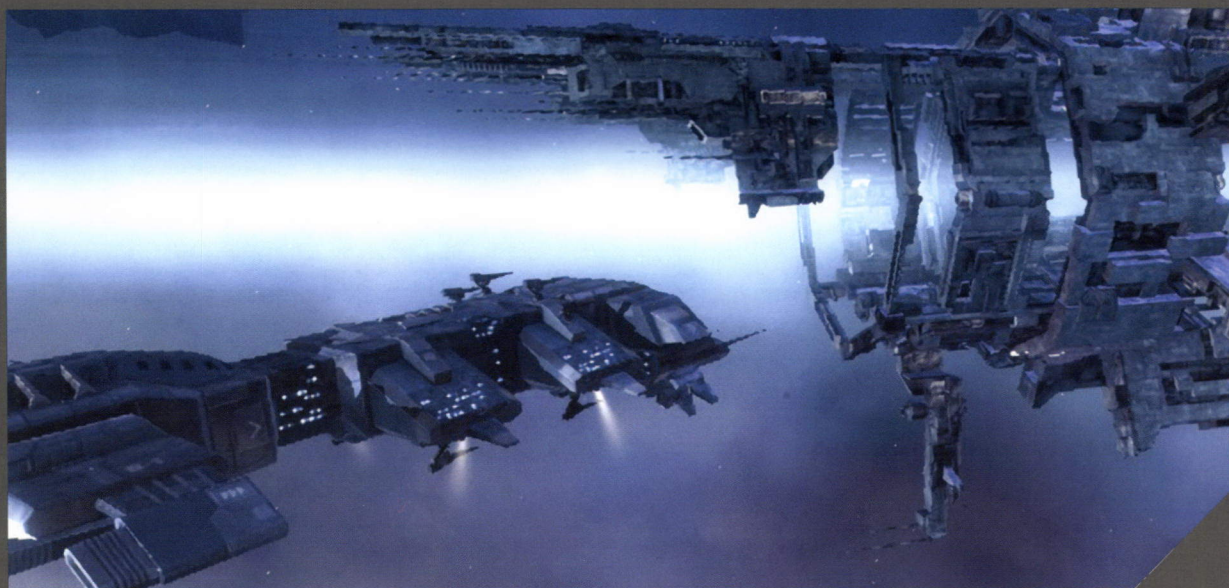
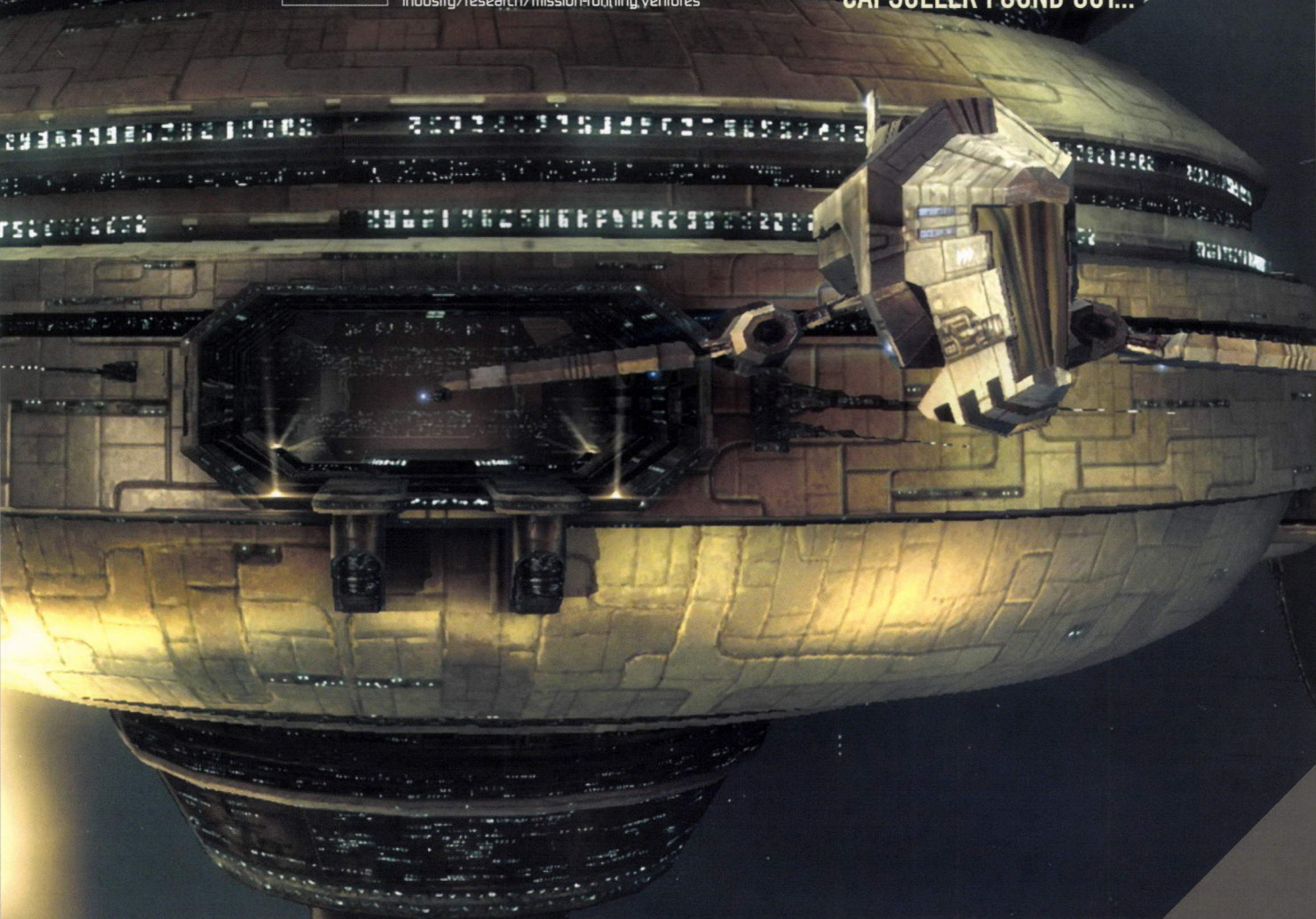
THE INSIDER'S GUIDE TO STARTING OUT



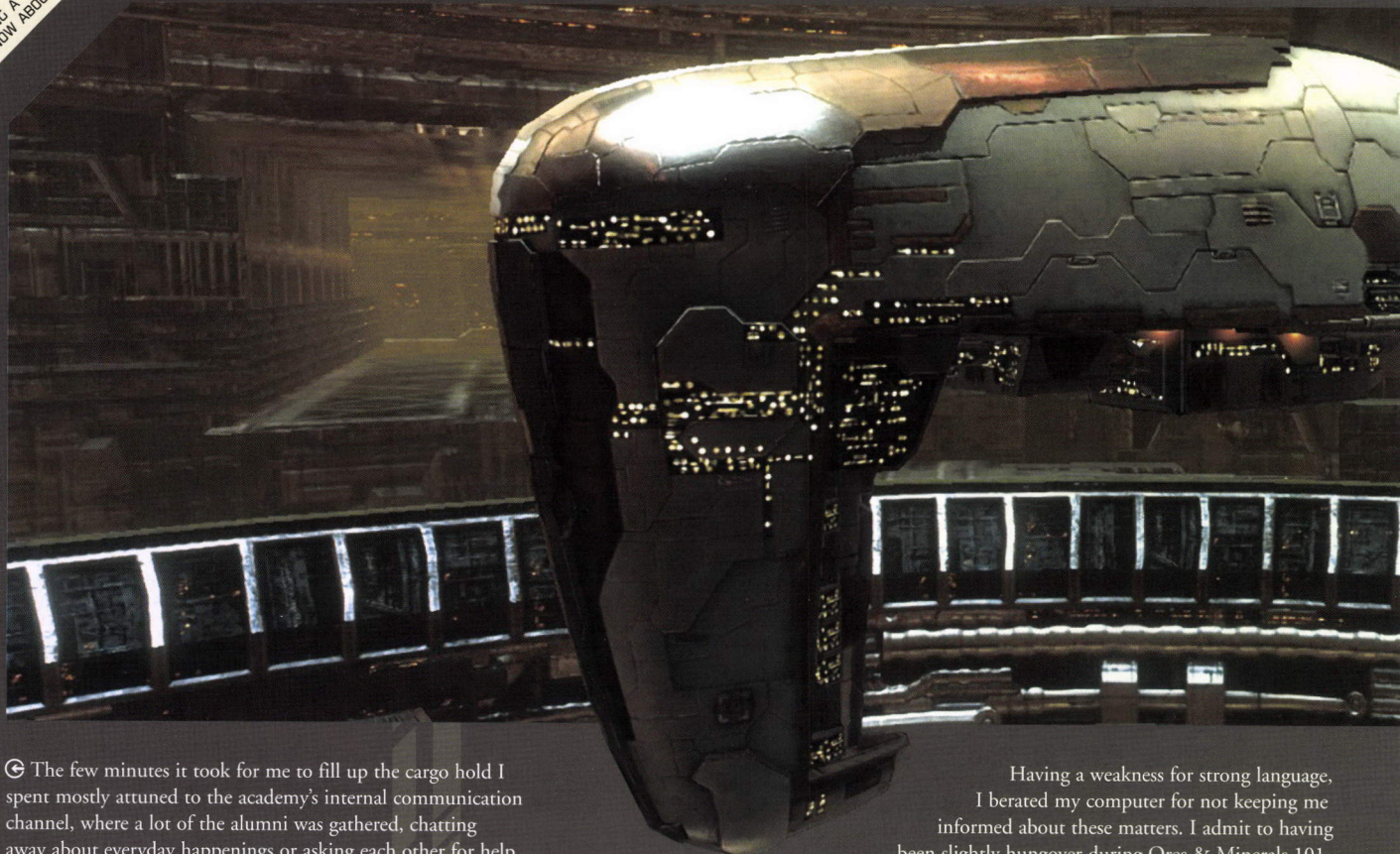
TEXT: SHAUN LIVINGSTONE

No stranger when it comes to being undecided about what to do next, this spritely jack-of-all-trades makes a stab at freelance journalism in between his lucrative mining/industry/research/mission-running ventures

IF YOU'RE NEW TO EVE, YOU MAY WELL BE FUMBLING USELESSLY INSIDE YOUR ROOKIE SHIP AS AURA WITTERS ON IN THE BACKGROUND. IT'S NOT EASY FINDING YOUR WAY AROUND NEW EDEN, AS ONE CAPSULEER FOUND OUT...



Expect to start small. No one got rich in EVE straight off the bat. The bigger ships will come with time, money and plenty of hard graft



Ⓒ The few minutes it took for me to fill up the cargo hold I spent mostly attuned to the academy's internal communication channel, where a lot of the alumni was gathered, chatting away about everyday happenings or asking each other for help or advice on matters. Though I did not have any questions myself, I managed to glean an insight or two in some diverse areas, merely from following the discussion.

The moment my cargo hold was full I deactivated my lasers and with a mental scream of joy I warped to the closest station to sell the lot. I punched up the market view and ordered the ore to be sold to the highest bidder. Within seconds I was informed of the cargo having been unloaded and that the ISK had been transferred into my account. Back to the belt it was, no one pays a lazy capsuleer.

ORE IN PIECES

After a few runs between asteroid field and station, I had the routine set and I began to follow the conversation among my alumni brethren with greater concentration, even participating in the discourse myself. This, of course, was when I came to the conclusion that I could be going about things more efficiently.

First of all, ore can be refined into minerals. Fine, I knew that. The types, and proportions, of minerals you can squeeze out of ore depends, of course, on the ore type. For example, Veldspar that I had been mining so far, only yields Tritanium when refined, while Scordite (another common type of ore) yields the mineral Pyerite in addition to Tritanium, making Scordite more valuable, at least in theory.

Ⓒ AGENTS WON'T TRUST JUST ANY CAPSULEER
WITH THEIR IMPORTANT BUSINESS DEALINGS.
YOU NEED TO EARN THEIR TRUST FIRST. YOU
CAN'T JUST JUMP DIRECTLY FOR THE GOLD

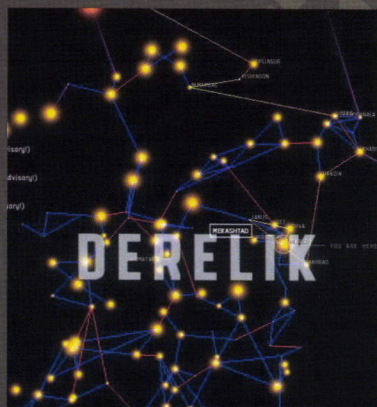
Having a weakness for strong language, I berated my computer for not keeping me informed about these matters. I admit to having been slightly hungover during Ores & Minerals 101, but still, there should be signs or something. Apparently one needs to keep an eye on the market, and figure out which ores are more valuable, depending on the minerals they refine into. And then there's the matter of your proficiencies in refining (one skill I lacked). Basically, if you suck at refining, the process generates more waste, perhaps making it more profitable for you to sell the ore unrefined, instead of first refining it and then selling the minerals.

My head was spinning as I began to look at column after column of numbers scrolling down in front of me. To my chagrin I noted that the ore I had so far been selling outright would have granted me a bigger payout just one jump out from where I was currently stationed. So yes, I guess even the most rudimentary market research is money in the bank.

With a sigh I decided to dock for the night and take some time to properly study the business of mining at some time in the indeterminate future.

ON A MISSION

One thing I learned while scouring the various communication channels and the occasionally helpful text was that every time one refines ore at a station, the corporation owning the station takes a small commission. The exact percentage of this tax is determined by your personal standing with the specific



Always plan your routes, but never stop and ask for directions

F10 IS YOUR FRIEND

The in-game map is a powerful tool. If you have a destination in mind, just key it into the Search tab and you can see how many jumps will get you there, each waypoint coloured by the security rating of the system it pertains to. If there are too many red dots ahead, click the Autopilot tab, then Settings and play about with options there. A safer route through high-sec may only add two systems to your journey, or it may add dozens. Before you follow a course, click the Star Map, then Colour Stars By and open up the Statistics. Always check to see how many pilots are in space and how many ships have been destroyed. Don't be too alarmed at the statistics, but be wary, especially if a system has a high number of recent kills and there are a number of ships in that system or close by.

Thanks to the new graphics engine, even the smallest of ships look amazing. Of course, the big guys look pretty cool too



corporation in question, and being a newly graduated pilot my standing isn't the best. One way to raise this is through doing missions for the corporation. Which I've decided to do, my thinking being that every little bit of standing I get, means higher profits in the future, or lower costs.

As a bonus, the missions themselves pay well, and later on one might get rewarded with implants that help with learning new skills or boosting aspects of combat, and one also gets access to the corporation store, where they sell otherwise hard-to-get modules, skills and other lucrative equipment. It's also noteworthy that an additional sum of money is handed out at the completion of a mission if it's done before a certain amount of time has passed.

Thus I began a career for one of the local corporations, offering my services for the greater good, and my own wallet. The first few missions I got were simple enough; move some objects from A to B, or fetch some objects from B and bring them back to A. By not using the Autopilot and warping as close as possible to gates and stations my wallet expanded quite quickly.

Agents, that is the people who give out missions to volunteers, are ordered into divisions, such as administration, public relations, internal security and so forth. They are also ranked individually, according to the quality and their level. The higher their ranking, the more difficult their missions will be, and the higher the potential rewards. But you can't just jump directly for the gold, oh no; once again the matter of standing plays a role. The higher your standing with a corporation, the more premium your choice of agents. They won't trust just any capsuleer with their important business dealings, after all. You need to earn their trust first.

FIRST BLOOD

After a time shuttling holoreels and frozen food back and forth in my little corner of space I was offered the chance of conducting a more manly task: some pirates had taken root at an outpost not far from my current position, and my local agent needed someone to go out there and eliminate the threat. I was hesitant at first, my poor vessel being fitted for more peaceful purposes, but a glance at the offered reward (which was substantially larger than what I got for the pithy courier missions) made me realise that here was a pot of gold hitherto ignored.

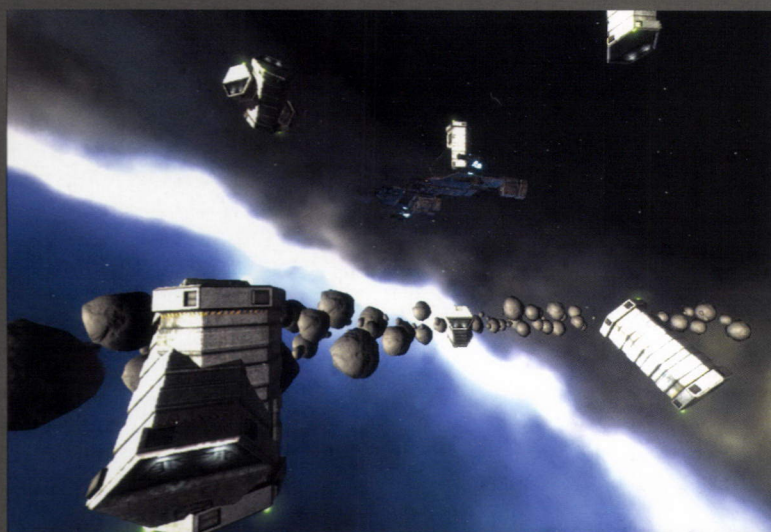
I put off accepting the mission while I hit the market,

ZEN AND THE ART OF JETCAN MAINTENANCE

Is it a bug? Or is it a feature? The art of jetcan mining is a disputed, but nevertheless important, tool for many a budding miner

If one is so inclined, it's possible to jettison your cargo into space, where it will float nice and quietly in a can with a capacity of 27,500 cubic metres. You may open up this can and keep filling it with ore from your cargo hold – so long as you stay in range. Once you're happy with the amount of ore you've collected, you dock, jump into your 'industrial' (a type of ship used for freighting) and head back out to the can, pick up all the ore, and dock again.

This is a timesaver, as less time is spent travelling, and thus more is spent mining. Of course, it's not that easy. Anyone can take the ore from your can, and some even 'flip' the can in the hopes of you attacking them, giving them the rights to open fire on you and quite possibly blowing up your ship. This is a popular method of ruining the day for new players in high-security space, so consider yourself warned.



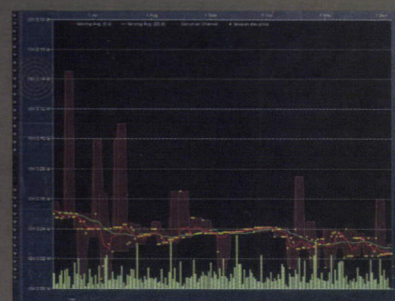
trying to figure out how best to arm my ship for the encounter. The options out there are legion, and not a little bit confusing. Once again I received great help by asking my fellow alumni for advice, and even struck up a private conversation with one of them, a candid fellow who guided me through the basic options, and even seemed to know a little bit about my current undertaking, as I divulged to him the code name of the combat mission I was preparing for.

So there I was, armed to the teeth and blasting through space, my mind stroking the newly purchased guns adorning my sleek vessel. The coordinates given to me were correct, and as I came out of warp the enemy was there, seemingly unaware of my sudden presence. I admit to have let out a brief war cry as I engaged, my afterburner pushing me towards my enemies at an incredible, although obviously sub-warp, speed.

TAKE THAT, PIRATE SCUM

I'd like to write that I carved through them like a hot knife through butter-substitute, but alas. I will not go into the fine detail, suffice to say that I had to warp out to safety and have my ship repaired a few times before I finally managed to take down each and every pirate ship – and I have since learned that fitting an armour repairer is a damn-sight cheaper than paying for repairs back at the station.

Despite my cowardly retreating, I remained eligible for the time bonus, which was more than agreeable. And soon, with only wrecks floating around me I set about looting



It may look confusing, but the key to success in EVE is understanding the numbers game. Pay attention to every scrap of information you can

Ⓒ them, picking up a few still-working modules and some ammunition.

My new friend who so generously had helped me outfit the ship was told about my success. He congratulated me and gave me a few pointers about actual space combat. Another interesting tidbit of information was the possibility of salvaging the wrecks in addition to looting them. Salvaging, apparently, is a method of digging through the wreck proper and possibly reclaiming reusable parts. Some of these parts are quite valuable, and with a bit of luck one can amass enough salvage material and scrap from one mission that it will net more ISK from the market than the mission reward itself. I definitely need to look into this.

TAKING IT EASY

Having spent the last two days trying out a number of different things, and finding myself having a little bit of miscellaneous loot, I figured I'd make an easy day of things and concentrate on understanding the market. It wasn't a subject I looked forward to engrossing myself with, but I figured that the sooner I learn to maximize my profits, the more money I stand to make in the long run. How mature and confident I felt just then. Aura would be so proud.

It's possible to access the region-wide market anywhere (within the same region, that is): while in space or even while in a deadspace complex. It's perhaps not advisable to rummage through exciting offers while fighting Gurista pirates, but if you want to do so you can. And as mentioned, the markets are only region-wide. It would probably be quite CPU-consuming to have your ship assemble market data from all over the universe to begin with, but this means you have to use other means, such as travelling, to find out how much a certain item can be bought or sold for in a neighbouring region of space.

Try to upgrade your basic ships as soon as you can. Having several in storage, kitted out for different tasks is advisable

➡ IT REALLY SUCKS TO BE ALONE. ALL THE CAREER PATHS I'VE TRIED SO FAR HAVE BEEN POSSIBLE TO MAINTAIN SOLO, BUT IT DOESN'T TAKE A GENIUS TO REALISE THAT LIFE MIGHT BE MUCH EASIER IF I WERE IN A JOINT VENTURE

So far I had only sold my loot from pirates and the ore that I had mined, to whomever was offering the highest price at the station I was currently docked in. While fiddling around with the market, and asking around on the various communication channels, I learned that these buyers in reality are passive buy-orders set up by would-be merchants. For instance, someone at station X in system Y can set up a buy order for 1000 Veldspar at a price of 3 ISK. At the same time he can set up the 'range' of this buy order. Will he only buy Veldspar sold at that very station, or will he buy Veldspar throughout the solar system, that system and every system five jumps out, or the entire region? And so on. Needless to say there are plenty of these buy-orders out there, and whenever I sell something the market system automatically picks out the most profitable (for me) buy-order which I can sell my wares to. Rather efficient.

What the system does not do, however, is warn you of potentially bad deals. For instance, there might be a much better deal one or two jumps out from where you are currently, or there could even be a better deal at a station in the same system as you! So care should be taken.

BUY LOW, SELL HIGH

An alternative to directly selling to a buy-order is to set up your own sell-order. Here you simply need to choose what items you want to sell and how much you want to charge per item. At first I wondered why doesn't everyone do this, but of course there's the matter of balancing. Getting all the ISK at once with being patient and waiting for someone to buy your wares (if that, in fact, ever happens) via your sell-order.

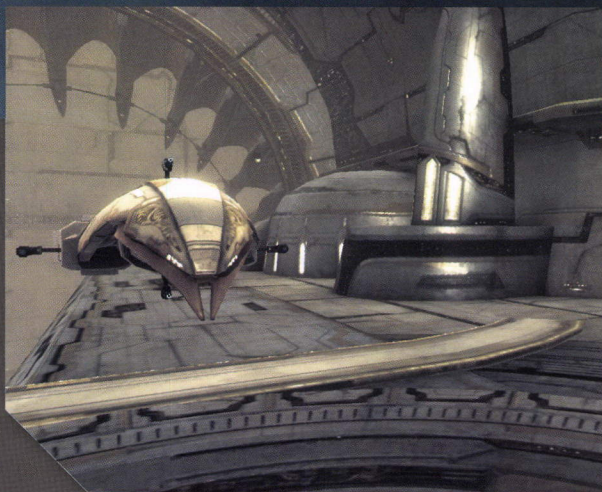
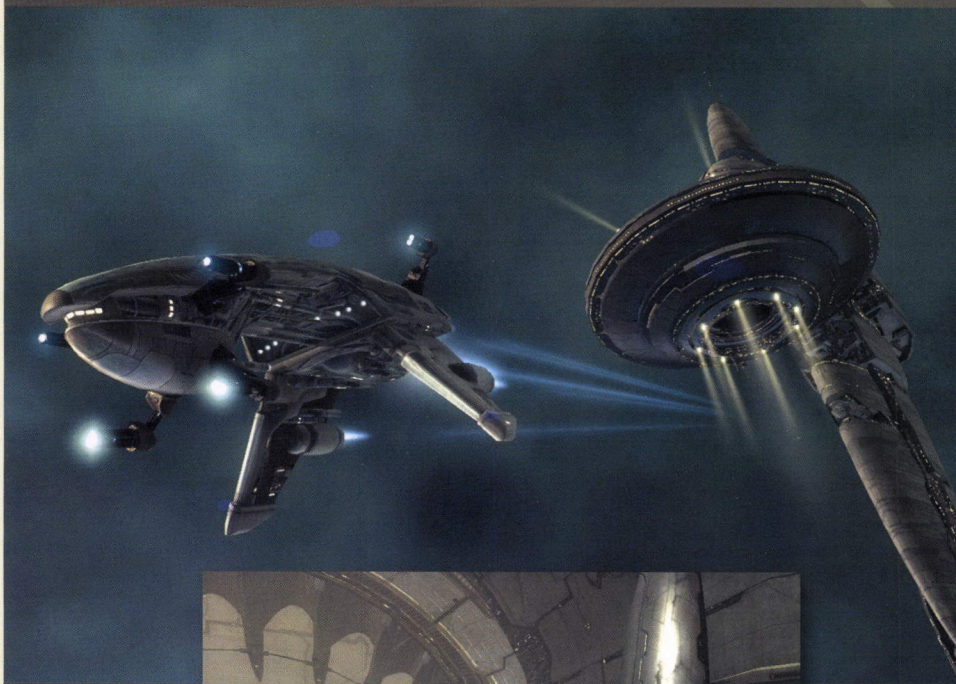
I never specialised in the business side of things, so I haven't tried all these things out yet, but there are several skillbooks out there helpful in increasing your profit margins, or even making it easier for you to manipulate your buy and sell-orders. Not to mention the ones that increase the amount of orders you can have active at any one moment.

There is one maxim I was told about, and that I took to heart: you need money to make money. Also, trading seems to be a game of patience, and finding the right opportunities. As I looked at the orders on the market, I blanched at the amount of ISK that must change hands every day, and even every hour of every day. Forever and ever.

The mere size of it all both frightened and comforted me at the same time. As if Man himself had created a universe of economics in size and scope rivalling that of the physical universe in which his trade routes are set.

I wondered about this as I let my autopilot guide me through a series of jumps. While randomly looking up the prices for various modules I noticed a sell-order that was set at a lower price than the buy-order at another system. Easy money. And safe too, since this didn't entail anything other than me travelling some distance in high security space. Sadly my ship's cargo hold wasn't big enough to hold many units, which was just as well, since I did not have the ISK to buy much more anyway.

Granted, I was a little bit nervous that the buy-order would somehow be filled, or otherwise cancelled, before I was going to be able to unload my cargo, and cash in a small, albeit tidy, profit. Luckily, this did not happen. Now I was already thinking about how to make even more ISK per trip. A bigger ship was the obvious answer, but in order to captain one of those one needs money to buy them, for one, and the proper skills to even be able to undock them. At first I felt the irritating wave of impatience wash over me, but I quickly calmed down, and



Working as a team pays dividends in just about every aspect of the game, from mining to clearing out pirate nests



Take your time when it comes to searching for a corporation to join. Interview them as much as they interview you to find the perfect fit

figured that I might be better off pacing myself. Moving slowly might be irritating, but at least it diminishes the potential of committing financial suicide. Again, that's the theory, at least.

SOUL SEARCHING

Someone, somewhere, once said something along the lines that space is big. Like, really really big. In fact, it's so big, that even if you imagine the biggest thing you can, it still wouldn't take up much space in, uh, space. And that's big. So big that it's huge.

And in all that bigness, it really sucks to be alone, I can tell you. All the different career paths I've tried out so far have been quite possible to maintain solo, but it doesn't take a genius to realise that life among the stars might be much easier were I in some kind of joint venture, a company if you will, and let each individual do his or her own little share in a larger project.

Such a simple thing as mining, for one thing. Back when I had my go at it I kept filling my own small cargo hold and going back to the station, and then back out again. A lot of time was spent travelling, time that I could've spent actually mining instead. Ideally I would have had a friend there in the belt with me, flying hauler, an 'Indy', a ship specialised in moving large chunks of cargo around. Then I could mine

constantly, and we'd fill up his cargo, then whenever he was full he'd be the one that had to dock, empty his ship, and travel back out to the belt.

As a side note; yes, since then I've learned about jetcan mining. But that seems like quite a risky venture, and I don't think I would dare risk having so much ore stolen from right underneath my nose.

This is just a long-winded way of saying that I've decided to gang up with a friendly organisation, to the benefit of both parties. There are plenty of privately-owned corporations out there that are more dynamic in scope than the established multinationals and that offer the possibility of advancement within their own ranks, not to mention a much higher *esprit de corps*.

The size and scope of the different corps differ almost endlessly. Also, corporations can be tied together into bigger entities, called alliances, making for huge multi-tentacled beings, with the power and might of entire nations. The corp activities themselves vary, depending on the leadership's preferences. The organisational structure as well can take any shape imaginable. The task of finding a new home for myself seemed to be a daunting one, but I'm not the kind that easily surrenders in the face of possible adversity.

It would probably have been easier to find a suitable corp if I had a clear idea of what I was destined for. And since I was also a newly ☺

Joining a corp offers many benefits, a pool of resources, equipment, spare ships, but mostly companionship

Every ship in EVE is fitted with an autopilot device as standard, which will take you to your destination without you needing to be at the screen. However, it is not the fastest or the safest way to travel – it is just the easiest. The fastest and safest way is to use your autopilot as a guide (have the route setup), but do all the navigating yourself by 'Warping to 0km' towards the warp gate you are heading to, which means you can activate the gate as soon as you arrive. Also, should there be any suspicious-looking ships on the other side, you can safely 'hold warp' (i.e. stay automatically cloaked) whilst you quietly weigh your options.



AUTO IMMUNE DEFICIENCY

Autopilots can be your ally, but don't abuse the relationship or you might regret it

Ⓒ graduated capsuleer, rather untrained and without huge amounts of money in my wallet, the choices were rather slim. It also became my understanding that some scrupulous organisations take advantage of new graduates and essentially use them as slave labour, tossing them to the wind when they are worn out. Not that I necessarily have something against slave labour, but there's a time and place for everything.

CHANNEL HOPPING

So the day went by as I talked to several recruitment officers, interviewing them as much as they interviewed me. It was difficult for me to understand what I was to look for, as I had no idea what was really being offered. But as time passed I picked up on the jargon and soon I was able to pinpoint a series of keywords that made it easier for me to narrow down my choices. I might have decided differently if I had allowed myself more time to make my decision, but since I was going to join a corporation this very day, I couldn't spend too much time on research. Perhaps not a recommendable method.

Most corporations seem to have some sort of public communications channel, so I logged into a few of those, really to get a feel for the people that I might end up working alongside. Granted, the chatter on those public channels is oftentimes friendly, PR-oriented, and does not necessarily illustrate the corp proper. There are so many corporations out there, all hungry for new blood, that you can literally pick and choose. Of course, one needs to be careful not to end up with a bunch of idiots, but even if that happens, it's easy enough to quit and join up with another corporation instead.

Anyway, after much internal deliberation, and weighing different offers, I plumped for a suitable group. They seemed like a friendly enough bunch, and promised me access to the corporate stock of cheap-end ships and basic modules, if only I proved myself trustworthy first. Fair enough. Also, upon me asking, I was offered the chance to venture into dangerous 0.0 space, or 'nullsec', the next evening, working as a wingman on an experimental scouting mission. Needless to say, I was so excited at the prospect I was barely able to sleep!

CHAAAAARRRGE

Having been with my new corporation for less than 24 hours, it was surprising that I would already be preparing for a mission into 0.0, especially having no experience of any combat in frontier regions and certainly not against real pod pilots. Nevertheless, having shown myself curious in the workings of the nullsec regions, a nice fellow was assigned to show me around the neighbouring unpoliced areas. But before we undocked from the base where company HQ is located, he wanted to go over my fitting.

The only combat experience I had so far was fighting against the pirates assigned to me by my agent. And those, I was told, are laughably easy compared to what we were about to go up against. Mission 'rats', as they're called, are stupid, almost drone like in their behaviour, and their vulnerabilities often known in advance of warping out to a certain site. Knowing what rats you're up against makes outfitting to 'tank' the damage being dealt that much easier, but now we were about to venture into astra incognita, at least as far as potential enemies were concerned.

There are plenty of options when it comes to fitting a ship. So far I've mostly concerned myself with my offensive capabilities, although some effort has gone into automated repairing systems and such. Apparently my colleague had had a few bad experiences with getting his warp engine disrupted, or jammed, making it impossible for him to escape a tight spot. There are counter-measures for this, of course, but not without drawbacks.

However, since our mission (if you could even call it that) was to merely take a look around and report back on any eventual hostile presence for a future combat patrol, I was given a company-owned warp stabiliser (a module that counteracts against warp disrupters, or at least, it's supposed to). We were fitting to run rather than gun, and so done, off we went.

KILL OR BE KILLED

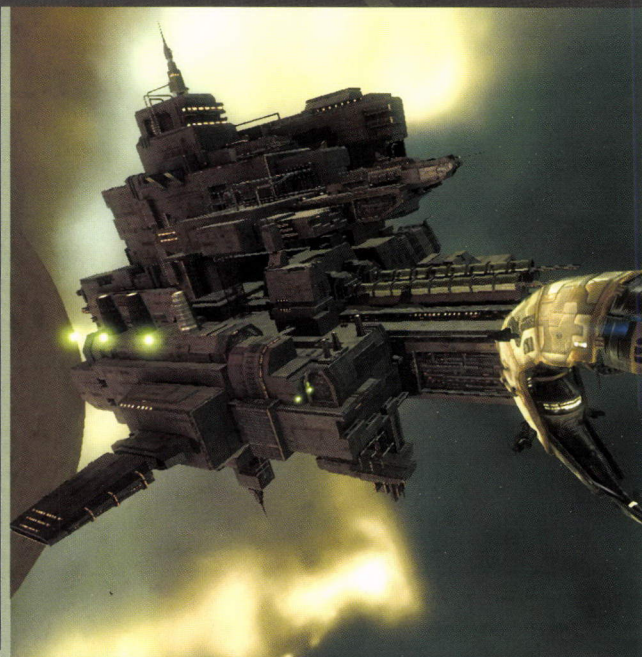
The actual travel into nullsec was uneventful, although I was told

⌚ NOW, I'M NOT SURE WHAT A 'MACROER' IS, BUT THAT WAS OUR TARGET AND IT SOUNDS A BIT GALLENTAN, SO THAT WAS ALL THE MOTIVATION I NEEDED. I LOCKED ON AND ENGAGED

to keep an eye open at all times. As if I had to be reminded about such things. Our target system was reached without incident, and my mission commander, who now that we were in a gang configuration could activate my warp drive to initiate coordinated travel, warped us both into a so-called safe spot within that system. A safe spot is just that, typically a position high above or below the plane of the system, some distance from any and every object or place of interest, be it moons, asteroid belt or station. Once there I was told to, and I kid you not, 'shut up and stay put'.

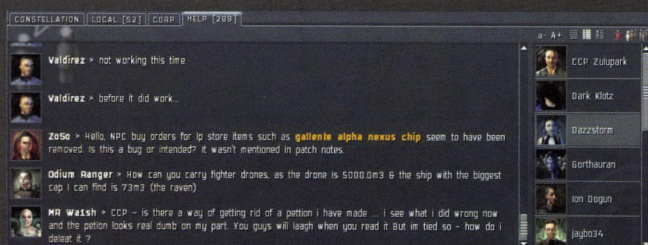
So I shut up and I stayed put while my squad leader was working his scanner, a skill I lack so far. It didn't take long before he had found whatever it was he was looking for. Somewhat impatiently he told me to 'align' my ship, whatever the hell he meant by that. I tried to play along but I don't think he bought it. We kicked into warp and zoomed into what turned out to be an asteroid belt. I was confused at first, because you really don't need to use a scanner to find a belt.

In the belt was a lone ship, his drones orbiting his craft, lasers blasting at the asteroids. Our presence granted us no special attention, and I saw my squad leader accelerating towards the barge. Then came the order that I must confess made me hesitate and worry: 'engage and destroy'. With reservations I set chase after the ORE ship, and while not questioning the order *per se* (I had been told by the company's CEO to follow them to the letter), I did ask for the reason. I think I actually used a phrase such as 'what's our motivation for doing this', as if we were both some kind of diva holoreel stars.



TALKING HEADS

When you start EVE you are automatically logged into a number of text-only chat channels. Local chat is populated only by pilots in the current system, whilst Corp chat is everyone logged in who is in the same corp as you, wherever they may be. If you're still part of a 'newbie' corp (i.e. you haven't joined a player-run corp) you will find that many players will either be in the same situation as you, or are veteran alts who will probably be eager to help out. If the Help and Rookie channels seem a little busy, then Corp chat is a great alternative and the people you meet may well be the ones you end up sticking with – but beware the scammers.



Now, I'm not sure what a 'macroer' is, but that was our target and it sounds a bit Gallentean, so I suddenly found myself having all the motivation I needed. I locked on to the miner and engaged my afterburners, my much smaller ship soon speeding past my comrade's much bigger and thus slower Cruiser-class behemoth. The distance between my prey and me quickly shrunk, but even before I could open up fire I saw his drones abruptly stopping their lazy orbiting and turning, speeding towards me. It was with a whimper, followed by, I'm ashamed to admit, a sigh of relief as they passed me and went straight for my new friend instead.

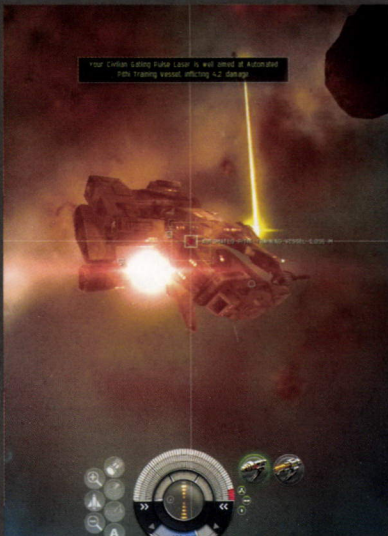
Since I was sure my squad leader would have no trouble taking care of himself, I concentrated on my target, and soon I could open fire, my ship circling his at close range. Suddenly explosions began to ravage the miner's hull as the Cruiser got close enough to unleash missiles. It was over within seconds, the flash of the exploding ship for a brief second overloading my sensors. Sound cannot travel through vacuum, but I swear I could hear the explosion as well as see it.

I was told to hold my distance as my commander closed in on the wreck, securing the loot for himself. A few modules remained intact, but nothing overly valuable.

HEADING HOME

Apparently that was to conclude our lesson for the day, and we prepared to trek back into safe space. It was only a few jumps and we didn't expect much trouble, having gotten in so easily surely it'd be a

Try to optimize your journey time on missions by seeing if you can combine the trip with a profitable trade run at the same time



For many, mining is the slowest, dulllest and emptiest way of earning a fortune. It's also the safest

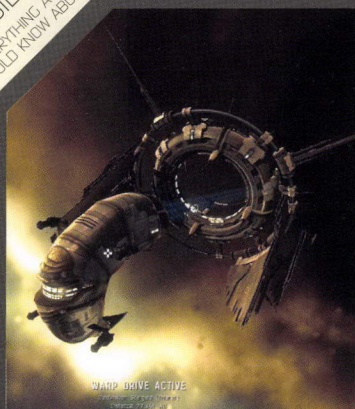
There's no such thing as a get-rich-quick scheme in EVE, so take your time instead

In the beginning it might be very difficult to come to terms with the openness of the EVE universe. Also, a new player will not have the entire field open to himself, lacking in both skill points and ISK. But it doesn't take a lot of time before one realises that the universe, indeed, is infinite. A third-party program such as EVEMon can be invaluable when it comes to both getting a perspective on things and most importantly when it comes to deciding which road to take, and which not to take.

Remember: there's no upper limit to what you can do or achieve in EVE. In the end, the keyword is patience. You won't strike it rich over a day (unless you succeed in a scam or some such, but we don't recommend that) - nor will you master every aspect of the game within the first few months of playing. Play the long game, bub.

DECISIONS, DECISIONS

Take your time to build up to bigger and better ships, and if you go out looking for a fight, you must be prepared to lose



➡ I HAD BEEN GIVEN 'TEMPORARY LEAVE'. WERE I BITTER THIS MIGHT BE ONE OF THE HARSHTEST LESSONS THAT EVE CAN TEACH – PEOPLE WILL SCREW YOU OVER, EVEN THOSE YOU TRUST



☞ piece of cake to get out. Alas, that was not to be. It was all rather stupid, and surely a more experienced pilot would have gotten out without much trouble, but I'm still green and thus things went down the way they did.

A few jumps still to go, we warped towards a gate, idly chatting to each other with other corp members (quite a funny bunch, but there's no point trying to retell the jokes here, you really should experience them first-hand) and as I came out of warp I found myself at a rather crowded gate. All kinds of warning lights began to flash and I confess I panicked.

My comrade also came out of warp, but he did not hesitate to activate the gate and jump into safety, while I fumbled back and forth in indecision. I tried to warp towards a nearby station, hoping to dock and put myself into safety, but my warp engine refused to cooperate.

And that's really all there was to it. My shield got eaten up, quickly followed by my armour, and I didn't even have time to see how fast those bastards chewed through my hull. It was over before it even started. My pod was ejected out of my ship an instant before said ship exploded, but I didn't even have time to try to escape even then. I imagine a sob escaped me before I awoke, gasping and with what felt like the worst headache, even, in the clone vat bay at corp HQ.

Luckily my clone was in order, as was the insurance of my ship, so nothing was really lost, as such, apart from the modules I had fitted, but there was nothing I could do about that. In a burst of anger I went on the corp's internal communication channel and demanded vengeance, but was told that 'stuff like that happens, be more careful next time'.

I've since calmed down, but I still feel the bitter taste of defeat and humiliation in my mouth. Possibly that's due to the cloning process.

CAREER MOVES

The next day I decided to take things easy by reading a few training manuals and in so doing plugging some of the massive gaps in my knowledge. As complex as combat is and for all the processes involved in researching and manufacturing the many hundreds of modules and ships – and the millions of combinations of fitting the former to the latter, there are across the many message boards dozens of helpful guides to make understanding that little bit easier – which is just as well because the

official graduation guide I got was woefully inadequate.

Yesterday's mission, as it turned out, was actually a test rather than a reconnoitre. We had flown into enemy territory to make sure I was not a spy from said enemy. My efforts in aiding the destruction of the mining barge seemed to have removed any immediate concerns, although my efforts were hardly commendable even by my poor standards. It was through communications that I perhaps learnt one of the most important lessons there are to be learnt: that New Eden is full of brigands, the most honourable are happy to blow your ship away from under you. Then there are those who will do all they can to infiltrate a group of trusted friends and bring them down or steal all their expensive blueprints. I suspect it may take a while before they allow me access to the corp wallet, if ever. That said, I have plenty to be getting on with before I think about corp theft... joke!

BAK 2 SKOOL

My first week in New Eden as an independent capsule pilot ended much as it had begun, with a message, this one not from my first agent, but from my first CEO. As I spent some time looking into ice mining, hacking and other seemingly advanced career possibilities, my Neocom began to give an urgent flash.

It was from my CEO saying that I had been given a 'temporary leave of absence'. Were I a bitter sort I might have taken this to be one of the harshest lessons that New Eden has to teach – that people will screw you over, even those you trust. But I'm not like that; I took it to mean that I need to get myself more experience and training if my contribution to the corporation is to amount to anything but a negative strike on their communal killboard. In any case, the message even pointed me in the direction of a few private universities.

Needless to say I applied to them all. Right now I'm packing my bags as I prepare for a few days with Ivy League's EVE University, then it's off to PvP University, a combat-only series of courses held by Agony Unleashed. These and other avenues of higher learning are open to all, for a price, and my corp are kind enough to pay all the fees... so long as I come back. And if I don't, they will hunt me down until I make financial amends. Which is fair enough. Wish me luck and if I make it through it all alive, I'll be sure to make a full report. See you next time – hopefully. ☞

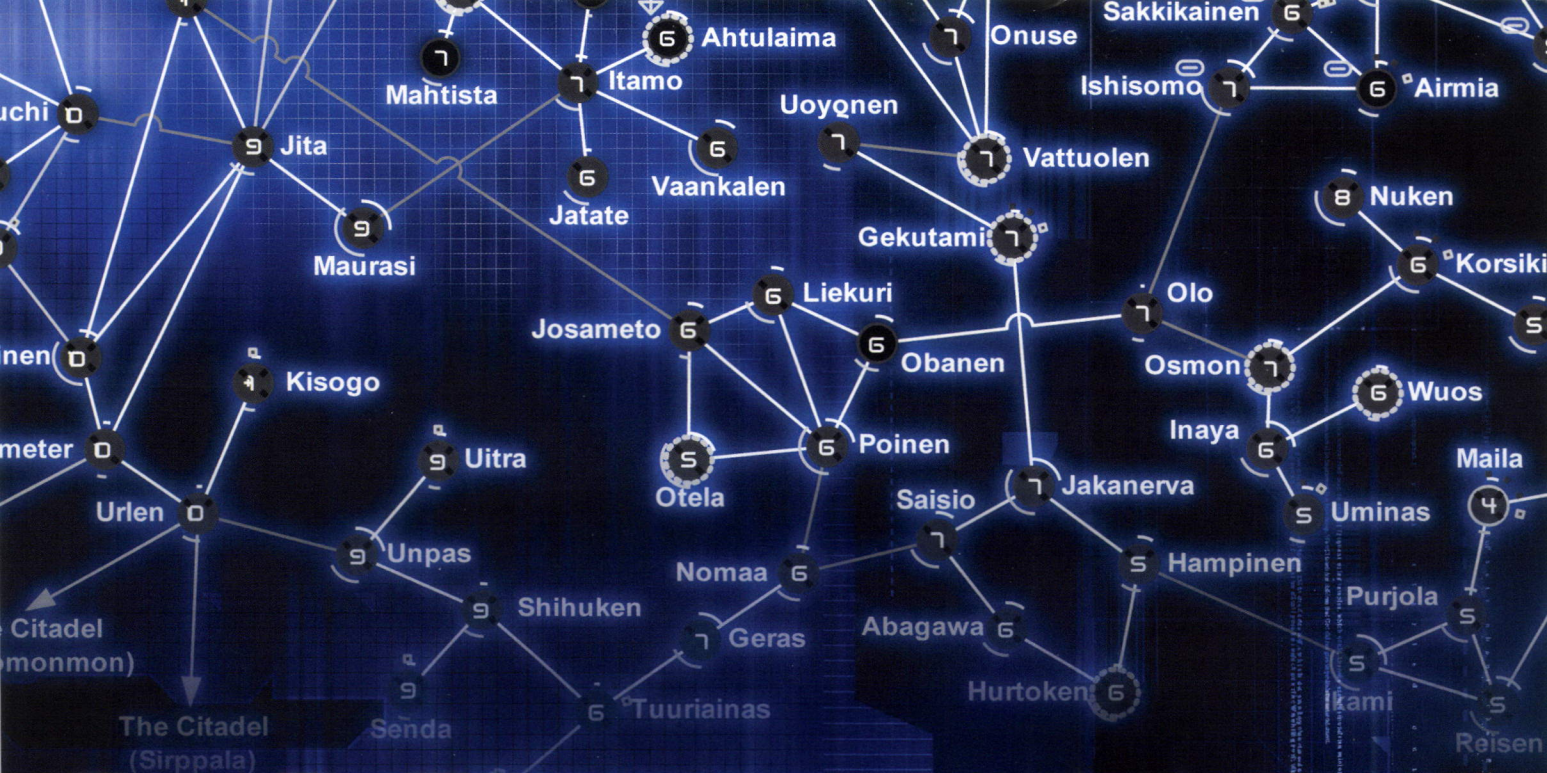
FURTHER READING

Want to know more?
Here's your next step

There are two places to continue your reading on EVE subjects, the first of which is the New Citizens Q&A channel on the official EVE Forum (eve-online.com). Stuck proudly at the top are a number of links to threads and acclaimed player-written guides. The 'Ultimate New Player Guide Collection' is particularly useful.

Other worthwhile places to visit are the 'Ships & Modules' forum and the 'Alliance and Corp Recruitment Center'. For fun, may we suggest 'Corporation, Alliance and Organization Discussion', otherwise known as CAOD, which is only slightly friendlier than the Cantina on Mos Eisley, but worth the odd visit should you be in the mood for conspiracy theories, self-aggrandizement, outright hostility and the odd chuckle.

The second place is in E-ON itself, of course, which has in the last nine quarterly issues published no fewer than 24 *Insider's Guides*, 139 pages, covering everything from Navigating and Trading to Moon Mining, Electronic Warfare to Fleet Operations, Recruitment to Mission Running, Probing to Exploration and loads more besides. All back issues are available, and full contents are listed on the back issues page at eve-online.com/eon.

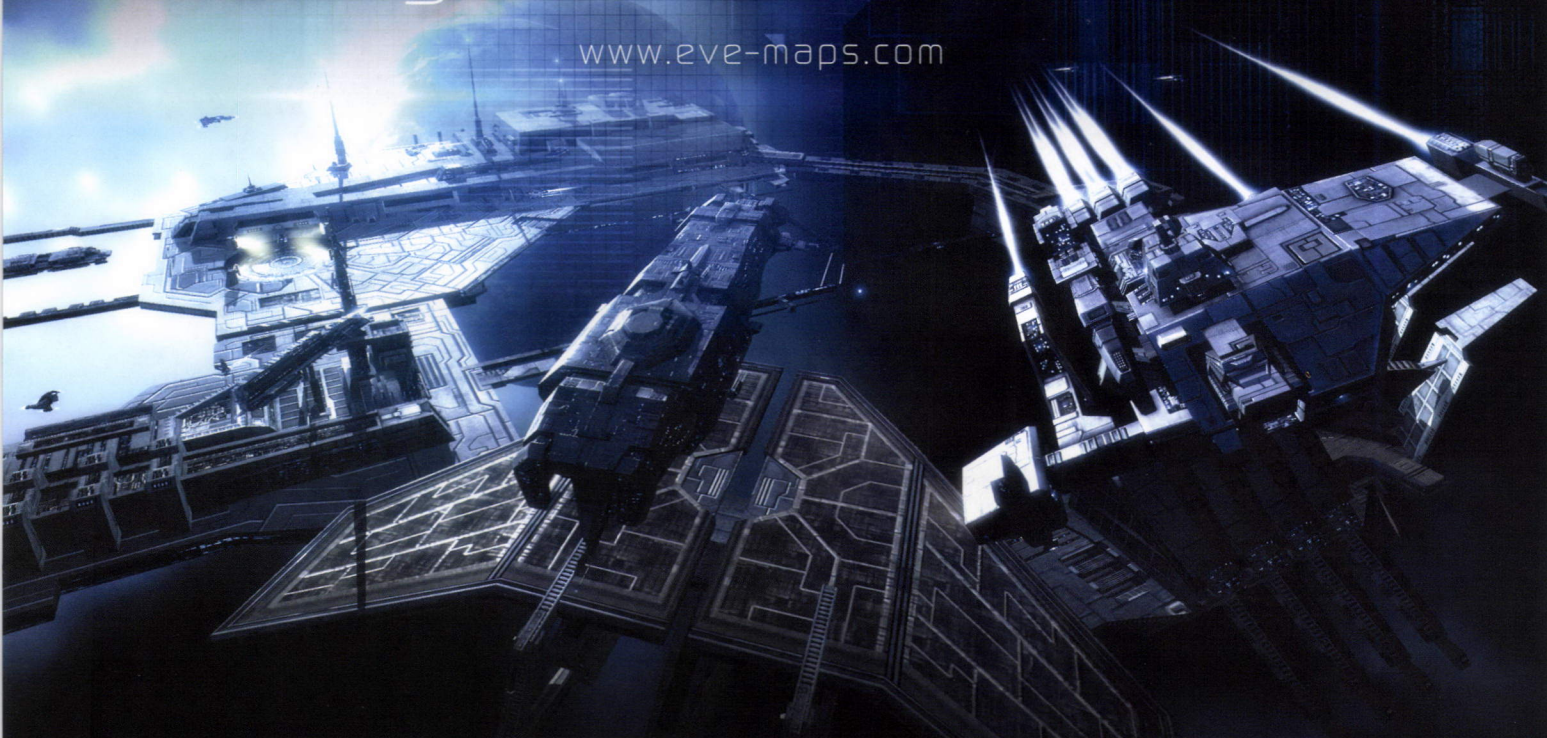


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Available soon for pre-order in the EVE store

THE INSIDER'S GUIDE TO

ISD

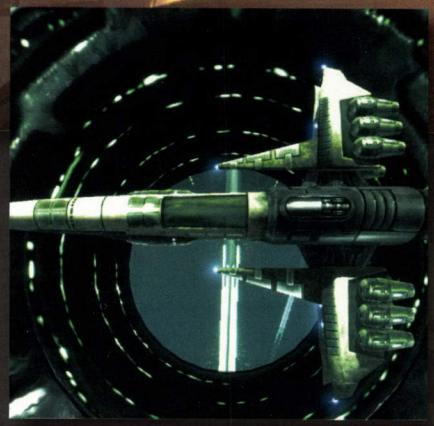
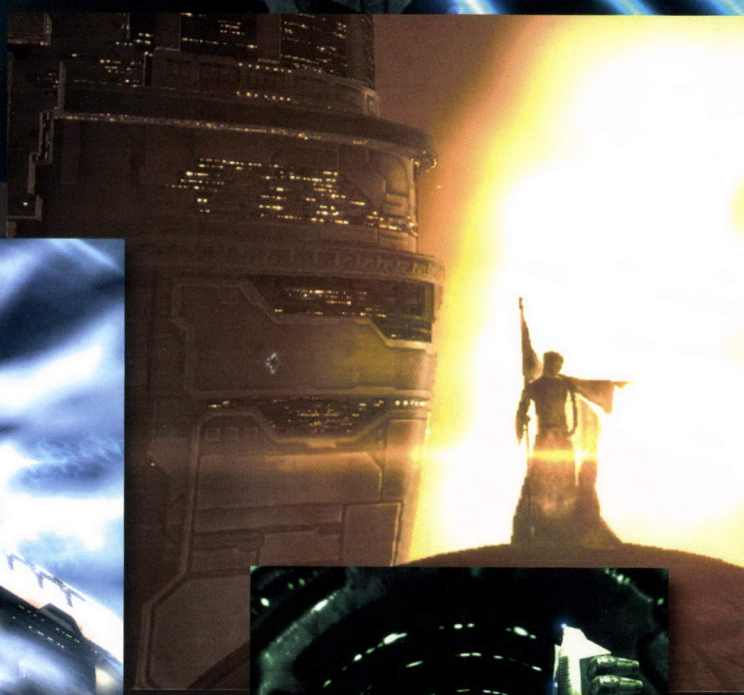
INTERSTELLAR SERVICES DEPARTMENT IS THE GROUP NAME GIVEN TO THE VOLUNTEERS THAT ASSIST IN THE RUNNING OF EVE ONLINE, BUT THE PROGRAMME HAS SEEN NUMEROUS CHANGES IN ITS LIFESPAN, NOT LEAST TO ITS NAME...



TEXT: SANTIAGO CORTEZ

Usually only experts are required to write an Insider's Guide in E-ON, but this guy is a bona fide insider

If you need help, and if you can find them, maybe you should call ISD



Right: the hardy, speedy, rare and harmless Polaris range of Frigates



Equipment Certification
and Anomaly
Investigations Division

ECAID

Ever wondered what happens once you submit a bug report? Shame on those that thought they went into a big shredder! They go to the bug hunters at ECAID, of course, who attempt to reproduce errors submitted by players on the test servers and spend much of their time lurking in and around Singularity.

If the bug is severe, then it will be prioritised up a chain of command until it reaches a lead, who then has the option of calling in CCP's Quality Assurance department, with whom BH work very closely. Whilst waiting for a new patch you will also have the division to which they spend countless hours assisting QA by testing upcoming changes to the game on the test servers.

Sabaoth, BH's vice admiral of all things bug related guided us through an average day in a bug hunter's life: "First up they log into the EVE website and scan the filter list of bugs to see which reports need attending to. At any one time there are dozens of reports outstanding, each in various stages of investigation. Having found a bug, they then attempt to recreate it on one of the test servers. If all goes swimmingly then they will have created a defect of the bug and the process of solving it is a stage closer. If it is a bug that is part of a larger ongoing investigation, it will be assigned to the defect already created, that way the process of how a larger error can affect other parts of the game can be more easily interpreted."

A bug hunter also checks the reports for what people believe are errors but are actually normal gameplay, allowing for more in-depth investigation of actual problems. If something is determined to be 'normal' that report is deleted.

Bug reporters rarely actively hunt out bugs by themselves; their role is to provide a buffer between the QA department and the bug list, ensuring that only the most important/difficult are forwarded on to CCP.

➔ Ask a veteran EVE player to explain what ISD is and how it came about and his recollection will invariably commence with a mention of Polaris, effectively ISD's prior moniker. In actual fact, the foundations for Polaris and its later ISD incarnation were laid almost two years earlier.

To fully explore the history of ISD and how EVE's volunteer services have evolved, one must return to 2001 when the first group of volunteer moderators was chosen by the then-Marketing Director of CCP, Siggí 'Coroner' Ólafsson. As interest grew in EVE and the community started to expand, the amount of people who wanted to help out increased.

Out of this original group of moderators emerged two teams – one called Mod Squad, the other Op Squad, who moderated the official forums and EVE's IRC channels on Stratics respectively. In May 2002, Brett 'Glamdring' Cox, EVE's volunteer manager recruited the team leads for in-game events – at the time known as The Aurora Project and Support, Technology and Resources (STAR), originally known as Player Support, led by Macayle – who those of you who have been to Fanfest should know. Glamdring remained with the company until Valerie 'Pann' Massey

took over the role as part of her community manager responsibilities in 2003.

As EVE surged towards release, the need for reorganisation of the various volunteer interests become obvious, leading to the birth of Polaris, the emerging framework ensuring the organisation covered the various different roles that CCP wanted.

On May 6, 2003, EVE went live and with it so did the volunteer programme. The formal naming of the four departments that comprised Polaris; the forum moderators (CRC), in-game events (Aurora), bug-hunters (ECAID) and support (STAR) had to wait until a meeting in a Dallas hotel, with grassy knolls nowhere to be seen. During said meeting, Pann and Nathan 'Oeur' Richardsson eventually settled on the acronyms that players are familiar with today.

The Interstellar Correspondents (IC), the news reporters of EVE, were formed later in the year, but weren't officially incorporated

into what would soon be called ISD until later.

ICEBERG AHEAD

The history of ISD reads like a who's-who of EVE, with many founders of various departments going on to greater things, among them Charles 'kieron' Dane, whose volunteer credentials were forged during his days helping out with *Ultima Online*.

Behind the Bug Hunters was a young Noah 'Hammerhead' Ward, who is now EVE's Lead Designer, whilst Christian 'Wrangler' Danhill was the first Vice Admiral of CRC.

There are countless other less-famous names who toiled in the boiler room of EVE and who now steer the good ship from the bridge, or who follow behind in a small rowing boat, as in the case of E-ON Editor Richie 'Zapatero' Shoemaker, one of the very first Interstellar Correspondents (*who was utterly useless and was quickly and quietly sacked from his post – Ed.*) ☺

Chances are you have come across a STAR member at some time in your EVE life. Everything from meeting and greeting a new player to moderating the in-game Help and Rookie channel falls under the remit of this division. Remember the time when EVE seemed like a daunting proposition? A Support Training and Resources member is on hand to guide all new players through any questions they may have, as long as they notice the flashy incoming conversation! With EVE having surpassed 200,000 subscribers, the amount of work that the division has had to do has grown exponentially – along with the tools necessary to do the job.

So how does a newly accepted volunteer make it to the dizzying heights of a volunteer lead? A trainee would learn how to do Meet and Greet and get the controls to the Help channels. Ensigns have limited in-game access and must be with a mentor at all times. Sparky, the in-channel bot, helpfully barks whenever one enters the room. Only after two months of on-the-job training, tests and showing commitment by meeting scheduled hours does an ensign move up the chain to become a fully-fledged STAR member.

Having become a full member, a volunteer may then become a mentor trainee, eventually graduating to mentor and putting their own experience back into the programme.

A mentor is eligible to become an assistant lead or optio (the roots of ISD's hierarchy is split between military – specifically the navy – and Roman organisational structures). Mentors also must provide the lead with a breakdown of actions taken in-game to help with the administration and accountability of the division.

Having attained that rank, the volunteer may conduct interviews, set policy quizzes, train others to be mentors and act as a lead in the event there are no others around. To reach captain level is rare, given there are limited slots available, but the bare minimum requirements are to have been an active member of the team for at least a year, having passed all the previous requirements and shown a mature outlook towards those responsibilities.

Whilst the specifics in other departments may be a little different, the above is a generic outline that could be applied to them, too.

Perhaps the most important part of the job for all volunteers is their interaction with players and there is none more interesting yet potentially difficult than that of STAR's work. Support in EVE can relate to many things and one such meaning has seen volunteers help players that have expressed suicidal tendencies.

Working with STAR tends to be very focused, with a hectic schedule, but is also very rewarding and dynamic.



Support, Technology and Resources STAR

Ⓒ As volunteers have moved onwards and upwards, Polaris became ISD and everything ticked along nicely. The period of 2006-07 was part success story, part growing pains – mirroring the expansion of CCP itself. Numbers and activity were high but off the back of that came problems with the administration of the large number of volunteers and within any large group there are inevitably a few with ulterior and destructive motives, and so it proved for ISD.

Increased scrutiny provided some with an outlet for their agenda and led to incidents that, whether directly or indirectly involving the programme, certainly had a huge effect on their operations. Various incidents were highlighted including the alleged bumping of

dreadnaughts by a member of IC, the release of CRC's internal mailing list, and allegations of cheating in Aurora events, with none of these subsequently proven.

FALL AND RISE

As more investigations came to light, the morale of ISD slumped, with many members deciding to move on and the ones that remained feeling as if they had been betrayed by their fellow volunteers. It was an uncertain period and a dark time within the programme, as a 'guilt by association' mood took hold. Recruitment was frozen and it was a challenging time for all concerned, especially in a company that relied so much on its greatly respected volunteer programme.

In August 2007, CCP announced a hiatus of Aurora and the eventual replacement of CRC with paid employees. With the company growing, so the need to internalise more work that had previously been done by volunteers was required. This has since been followed up by the hiring of a new volunteer manager (CCP Ginger) and renewed focus on what ISD can achieve within the framework of the game.

The future certainly looks bright for the bunch of dedicated, hard-working and intensely loyal members that make up ISD. There are internal changes being carried out to recruitment as I write, so if reading this has piqued your interest to volunteer, please read www.eve-online.com/faq/faq_10.asp for now, where there is a link to apply. Ⓒ

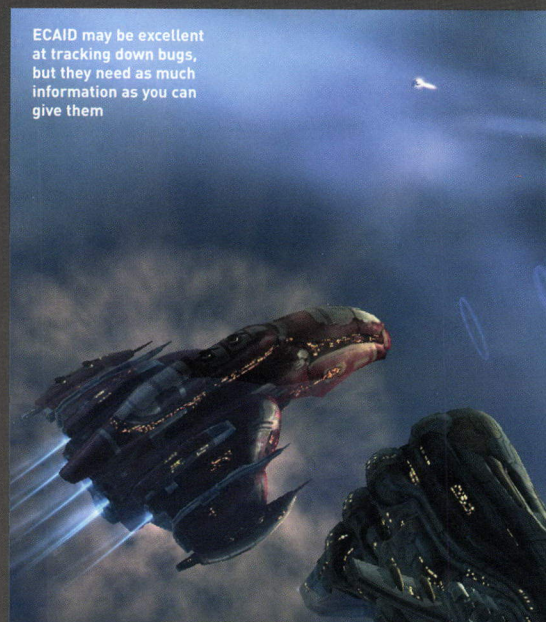
TAKING IT EASY

It's not all work, work, work in ISD and with constant interaction with the players, working requirements to fulfil and with the occasional deadline looming, the IRC channels are often the source of much-needed banter.

New recruits into ISD are subjected to a ritually humiliating hazing which generally involves having their appendages humped followed by a swift boot out of channel to clean oneself off before someone else notices the new guy and the process starts again. Moderators generally require a tough skin, but their job is made easier when forum celebrities decide to out their alts in public irc.

IC tends to amuse itself by laying bets on how long interviews with certain well-known role-playing corporations or their leaders will last, the current record being well in excess of three hours. In amongst the death and bomb threats, there has been the odd marriage proposal thrown at various silver-tongued volunteers and if playing tricks on other vols – especially leads – has been exhausted there is always time for a round of skittles in-game.

ECAID may be excellent at tracking down bugs, but they need as much information as you can give them





Sometimes you will only have yourself to blame - especially if zipping around 0.0 in one of these

THE HISTORY OF ISD READS LIKE A WHO'S-WHO OF EVE, WITH MANY FOUNDERS OF VARIOUS DEPARTMENTS GOING ON TO MUCH GREATER THINGS WITHIN CCP



STAR members can always be found in Help channels aiding the new players

The product of the creative juices of various long-time volunteers, *Interstellar Correspondents* owes its existence to the visionary effects of alcohol coupled with the rich depth of EVE's back story. Created in 2003, it was decided in 2005 to integrate IC formally into ISD.

Having taken on the inaugural title of IC Vice Admiral, Eris Discordia built up a reputation for not only producing in-game news but also helping Aurora with press releases and other fiction items. With EVE TV and E-ON, as well as various radio stations, IC has faced stiff competition to break stories, but with the introduction of Mercury and feedback from Fanfest 2007, it is determined to provide EVE with the in-game news agency it deserves.

As the youngest ISD department, it has been a challenge for IC to carve out a niche for itself and make it known to the general population, but with more output planned and more outlets for the talented writers within the division, the vision of an industry-leading example could well become a reality.

To get a clearer idea on what exactly it is IC does: a young IClet logging in for the day may well have his own project to work on. IC encourages a different range of expressions because it helps keep people interested and adds to the variety of stories that it can produce. If a story was to break, for example the introduction and eventual demise of 'Steven' - the first Titan in game - then whomever is available is sent to grab further details whilst other members of the team try and dig out as much background information as possible.

The biggest bugbear for IC is getting hold of people to quote. Needless to say if someone suffers a crushing blow such as losing a Titan, chances are they are not going to hang around to answer questions, and the turnaround time for articles is only as good as the ability to get hold of enough people to talk to in order to keep stories as balanced as possible.

Many players do not realise that, just as in real life, IC relies as much on its contacts and informants as on its ability to write. There is a news submission feature on the official EVE forums where players can alert IC to what is going on, but the vast majority of submissions received are blank.

Other than that, the job involves reading the forums a lot, but this tends to give too much weight to conflict and IC is really looking to unearth stories other than Alliance versus Alliance.



Interstellar Correspondents

If there is news to be found across the vast swathes of New Eden, IC will pick it up, eventually



SLACKTALK

With thanks to the omgrawr.net archives... keep 'em coming



Skirge > Least my parents are cousins :p
Skirge > ARENT
Cythrawl > no comment
Skirge > GOD DAMN IT



Lady Mortus > hmmm i like
getting pounded
Lady Mortus > lol
Lady Mortus > nm
Lady Mortus > i didnt say that
Killershark > hahaha
Killershark > oohh lady :)
Lady Mortus > i swear i typed it
before i realized it



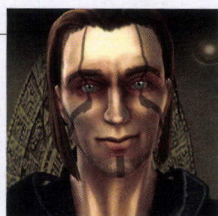
gaiawene > how y get a new
sheep, i destroy mine....pls
Nagrom Ironwolf > i hate empire

Quiggs McAlliryme >

Coffee, two-part question, I
subscribed for EVE
because a Mormon friend
of mine told me that if I take
20 stargates in a row in
low security zones without
getting killed, I'll find God, is
this true? If not, can I get
my money back?

ISD CoffeeCup > If true, Player "God" will most
certainly gank you.

ISD CoffeeCup > As to the money back guarantee ...
depends how hard you have to beat your friend.



Simian Specter > If you
were forced to spend 2
years on a desert island
with either Bozo the Clown
or Ronald McDonald,
which would you choose?

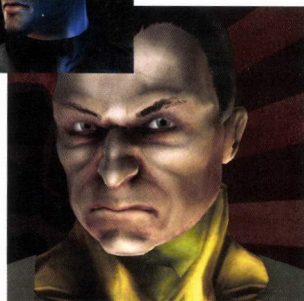
Recusor > Ronald
McDonald, because he's
meatier, and has that
special sauce flavour.

Simian Specter >

Recusor > Ok, I did not
think that through before I
answered.



Darth Vader >
I haf becom
an eggel



EVE A-Z

And so we find ourselves
another letter closer to Z.

Jammer

Informal name for a group of modules
whose function is to stop a ship from
attaining a warp-capable velocity. Warp
Prohibitors, Scramblers, Inhibitors and
Disruptors all fall under this category,
as does falling off your chair steaming
drunk after an eight-hour mining session
having nursed a bottle of cheap vodka.

Jaspert

Although not the most profitable, Jaspert
is one of the most useful ore types, on
account that it contains tritanium,
pyerite, mexallon, nocxium, zydrine and
is held together by earwax, which itself is
one of the most sought after materials in
the construction of Minmatar ships.

Jericho Fraction

One of EVE's oldest and most respected
corporations, staffed by transhuman
socio-anarchists whose verbose forum
meanderings have been considered so
dangerous, that to wander within 30
threads of a Fraction post, readers may
risk irreversible psychological trauma
unless armed with a thesaurus.

Jita

Considered to be the system in EVE that
is the most densely populated, on account
of its geographic position in Caldari
space and its close proximity to the
northern lowsec fringes. Typically Jita is
busiest on Sunday evenings, when the
whole system is often choked with traffic.
Tourists are said to flock there at such
times to experience what a fleet battle is
like without the risk of losing their ship.

Job

The means by which an EVE subscriber
must endure repetitive daily tasks
alongside people they have little regard
for, in reward for currency that can be
traded in for access to the real world.

Jump Gates

Vast static constructs built around artificial
wormholes that allow two-way near-
instant travel between systems. Without
the current network of inter-system nodes,
long-distance travel across EVE would be
prohibitively tedious, rather than just
tedious. Also known as stargates or
warp gates and sometimes the last thing a
pilot sees before ending up in a pod.

Jump Bridge

Jump Bridges are Ikea-style build-your-
own versions of Jump Gates, that allow
private corporations to construct their
own inter-system transport network via
Starbases. Like most Ikea products, they
are initially sought after, impossible to
erect, over-expensive and likely to
collapse under the slightest pressure.

EON

IN THE NEXT ISSUE OF E-ON WE'LL BRING YOU THE POWER OF V, WITH EVE
CELEBRATING ITS FIFTH BIRTHDAY, A LOOK AHEAD TO THE FIFTH ANNUAL
FANFEST, A REPORT OF THE FIFTH ALLIANCE TOURNAMENT, AND DOZENS MORE
PAGES LAZILY TIED IN WITH THE THEME OF FIVE (OR ROMAN NUMERALS THEREOF).
IT WON'T BE ALL SITTING AROUND EATING CAKE HOWEVER, AS WE'LL ALSO BE
TAKING A LOOK INTO THE FUTURE OF EVE - 2008 IS OFFICIALLY THE YEAR OF
AMBULATION AND WE'VE BEEN RUBBING OUR LEGS IN ANTICIPATION, ALL
FIVE OF THEM. JOIN US FROM APRIL 4TH TO SEE WHAT'S AFOOT (GROAN).



JOIN THE CCP TEAM!

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SR. PROGRAMMER
JR. PROGRAMMER
UI PROGRAMMER
QA LEAD
TESTING LEAD

CONCEPT ARTIST
LEVEL DESIGNER
TECHNICAL DESIGNER
TECHNICAL WRITER
LEAD WRITER
SOFTWARE TESTER

LEAD ARTIST
CONCEPT ARTIST
UI GRAPHIC ARTIST
JR. TECHNICAL ARTIST
SR. TECHNICAL ARTIST
SOUND DESIGNER

TECHNICAL CONTENT AUTHOR
GRAPHIC DESIGNER
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TECHNICAL PRODUCER
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